JANUARY 1993 No. 131

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CRYSTAL KINGDOM

DIZZY VII REVIEWED

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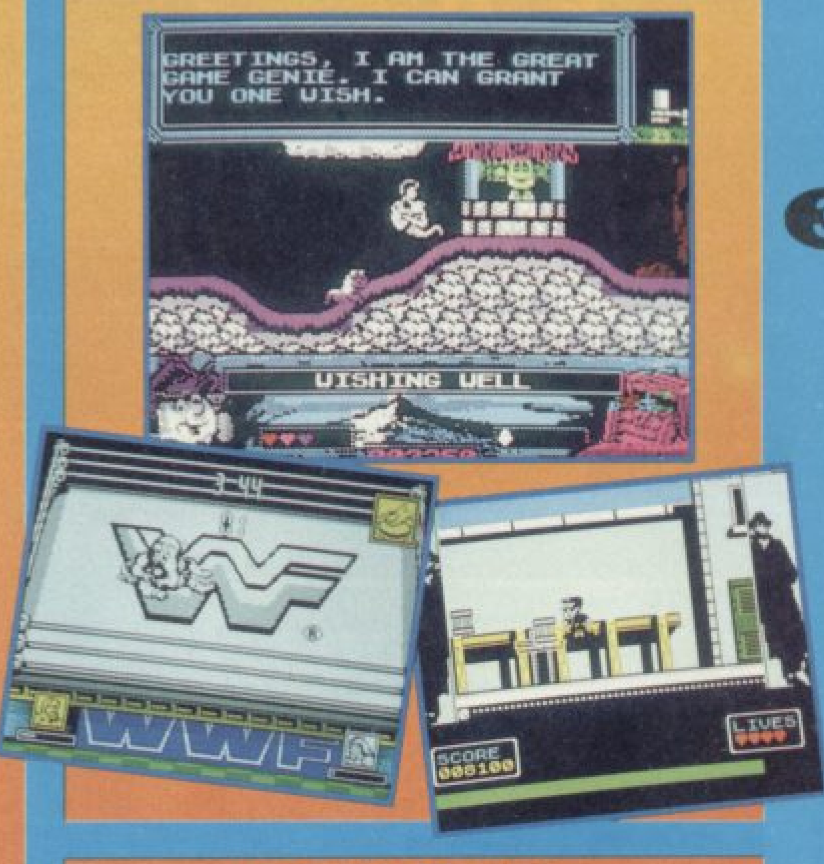
STAR GAME - INTERNATIONAL TENNIS

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BACK ISSUES

IF YOU'VE MISSED OUT ON ICON GRAPHICS OR ANY OTHER MEGA GREAT 8 PROGRAMS, OR YOUR COLLECTION IS MISSING ONE OR TWO SU'S DON'T WORRY, YOU CAN GET BACK ISSUES BY PHONING THE FOLLOWING NUMBER: (0858) 410 510 AND ASKING FOR SINCLAIR USER BACK ISSUES. FOR SUBSCRIPTIONS CALL (0733) 898 100.

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If you have a faulty tape **DO NOT** return it direct to SU Towers 'cos we **CAN'T** do any thing with it. Return your tape to **Spool Duplication, Unit 30, 1st Avenue, Deeside Industrial Estate, Clywd, CH5 2NV** Uncle Harold's our man there and he'll deal with it.

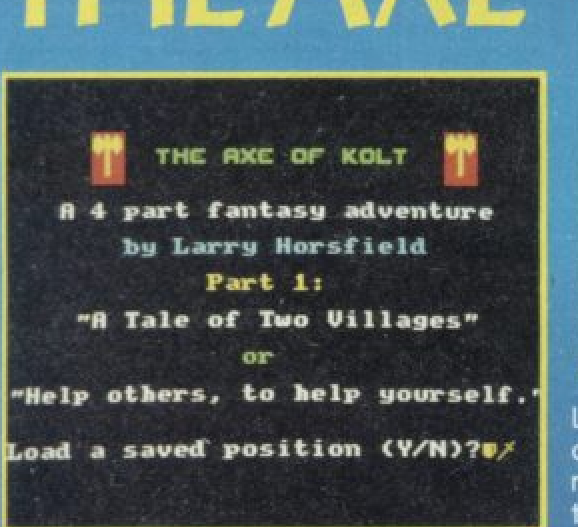


THE FUN 4

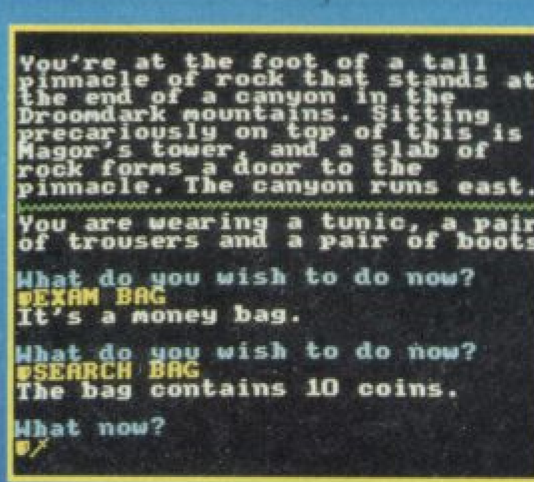
What's this, dear readers? The Fun Four? Have we gone out of our minds? Surely it should be the Great 8? Well hopefully, at some time in the not too distant future it will be.

But for now in order to keep the mag looking good and hitting hard we've had to reduce the amount of games and utilities on tape. Don't worry though, we'll try to sneak some more on whenever they become available. Poor Al' is in tears over the whole thing, but then that's life isn't it (sob, sob). On a much more cheerful note why not try out Animator1, SAS or get immersed in Axe Of Kolt, part one of a superb four part text adventure.

THE AXE OF KOLT







You are Alaric Blackmoon, once a mercenary swordsman, now a penniless wanderer after the defeat of your last employer, The now deceased Baron Mescarl. Since your banishment from the land now ruled by the baron's vanquisher, you have been living off the land and doing odd jobs in return for food and lodgings.

Without your weapons, which were confiscated after the battle in which you were defeated, you are unable to return to your former way of life. You have had time to think over the last few months and you wonder if perhaps you are getting a bit old, at thirty five, for such a dangerous profession?

Then, one cold November day, you arrive in Hengemire, a small village in the kingdom of Scippar. as luck would have it, the landlord of the local inn is in need of some help unloading beer barrels from a dray, and he offers you food, drink and a bed for the night in return for your help.

Later on in the same evening, you are relaxing in the warm, smokey atmosphere of the inns taproom, with a tankard of ale in your hand and a hearty meal in your belly, when a dusty traveller bursts into the inn in a flurry of snow, slamming the door behind himself against the cold wind. He buys a drink and sits down with a group of the locals. The landlord tells you that he is a merchant from Domreil, capital city of the neighbouring kingdom of Hecate, across the river Yarrl. The merchant starts talking.

The dreaded Xixon lizardmen have returned to wreak their revenge on the young king of Hectate! Domreilis is under siege by a vast horde of the hideous Xixons and the merchant was lucky to escape by boat with his skin intact.

You learn that the then king of Hectate, killed all of the reptilian men with a magic axe forged by a sorcerer from Elfmetal. When he died many years later the axe was buried with him to stop it falling into the wrong hands. The sorcerer that forged the "Axe of Kolt" was Magor, the same sorcerer who still lives in a tower in the mountain to the north of Hengemire! The next morning, you decide to seek out this sorcerer.

Load In 48K Mode

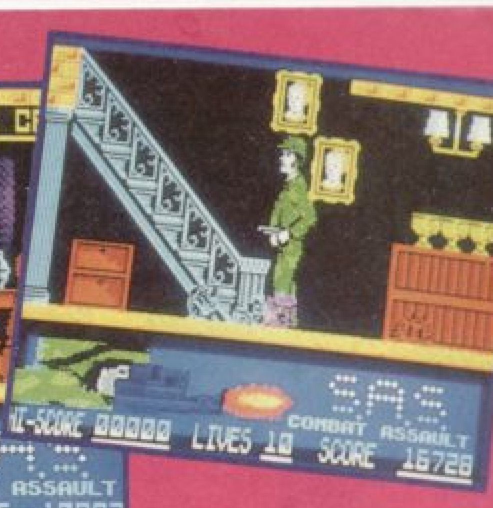
He welcomes you but is very shocked when you tell him about the return of the Xixon. He tells you that it was his father, whom he was named after, that forged the "Axe of Kolt" over two centuries ago, and that he vaguely remembers his father told him that Kolt's tomb lay beyond Direwood forest in Hectate. You tell Magor that you intend to search for the lost tomb, recover the "Axe of Kolt" and somehow get it to king Kelson in Domreil. Magor wishes you luck but warns you that Direwood is a dark, dangerous place, wherein dwells his twin sister, Morgeth the witch who has claimed direwood for her evil domain ever since she succumbed to the dark side of magic. Magor gives you a bag of gold coins with which he tells you to buy some equipment to aid you on your quest, Then bids you farewell and good luck! Your adventure starts as you leave Magor's tower... Playing instructions:





SAS





Load in 48K Mode

The SAS have been sent in to No. 10 Downing Street to do a bit of house cleaning (about time I hear you say!) but it seems as though there's no-one at home (John Major's probably down at the local Burger King trying to strike up a conversation with a polystyrene box). Anyway they've sneaked in and are now hot on the trail.

There's no time to stop and wonder what on earth you are doing wandering around the PM's inner chambers though, you are a member of an elite fighting team, and as such you're far too busy.

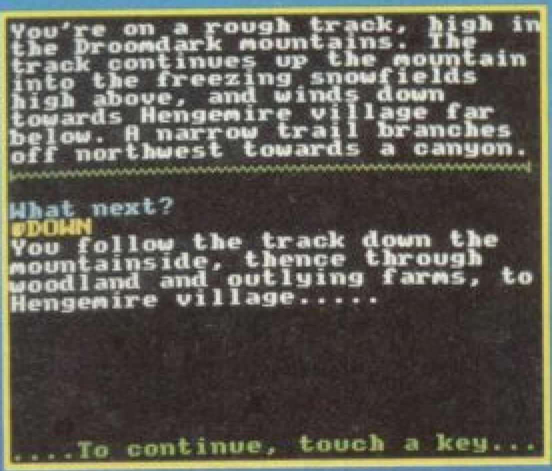
Strewn around the house are hand grenades and by collecting these you build up your score. You may even get an MBE or something. You will find these in all the rooms, even the PM's private bathroom. Don't forget to go out onto any balconies you find, (remember balconies are very popular with the SAS) but you must keep a close eye out ticking time bombs and miniature pink Neil Kinnocks, either of which will make your stay very uncomfortable, or in political jargon, render your position untenable. Confused? You will be.

Controls: A - DUCK P - RIGHT Q - UP O - LEFT 1 - PAUSE



COMMANDS AND CONTROLS

This adventure will accept commands in full English sentences, using "and", "then" or punctuation marks to

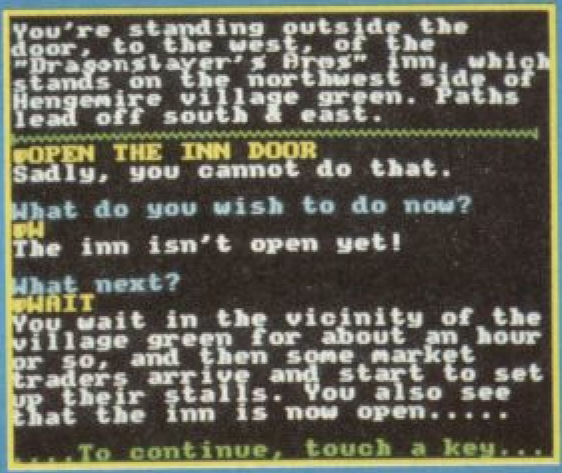


separate the commands, and the word "IT" can refer to the first object noun used in any sentence, e.g., "GET THE LAMP AND EXAMINE IT, THEN LIGHT IT. DROP IT". Note that the word "the" may be omitted. Most of the inputs will be VERB/NOUN type, but you may need to input multi-word commands such as "INSERT THE DART INTO THE TUBE".

You move around in the game using the usual 8 compass directions, i.e. N, S, E, W, NW, NE, SW, SE, as well as UP and DOWN. You may also need to RUN, JUMP or CLIMB in various directions.

You can examine objects to get more information about them and you can SEARCH objects and locations to find other objects that may be of use to you. You can also LOOK in any direction, as well as AROUND, IN or UNDER things.

There are a number of "ALL" commands, including GET ALL, DROP ALL etc, and you can EXAMINE ALL objects CARRIED, WORN or HERE/PRESENT in the current location. You can also use the word EXCEPT when using ALL commands, e.g. GET ALL EXCEPT THE SPEAR.



If you wish to SAVE and LOAD to and from tape, you will be prompted to enter a filename beforehand, and you can also RAMSAVE and RAMLOAD to and from memory. Note that when you SAVE your position to tape, that position is automatically ramsaved to memory at the same time.

This adventure has four parts, and at the end of parts 1, 2 & 3 you will automatically be prompted to save your position to tape in order to start play in the next part.

There will be occasions during the adventure when you will "die". You will then be offered the option of "resurrection". If you reply "YES" or "Y", then you will be resurrected at your last RAMSAVEd or SAVEd position. If you have not performed either action, you will be resurrected at the start location of the part you are playing. If you reply "NO" (you must type both letters, not just "N"), the usual QUIT routine will follow.

You will meet various characters in this adventure that you will need to SAY things to. When doing this you must put what you need to say in "quotes", e.g. SAY "CROSS THE RIVER" or SAY "NEED WOOD", etc. Where there are two characters present, you must specify which one you are taking to, e.g. SAY TO ARMOURER "BUY AXE" or SAY TO VENDOR "BUY OIL".

If you wish to repeat your last input, type AGAIN or just "A". You can find out how many turns you have taken by typing TURNS or "TU".

Other abbreviated commands are as follows:

G - GET
T - TAKE
Q - QUIT
RS - RAMSAVE
RL - RAMLOAD
X - EXAMINE
I - INVENTORY
R - REDESCRIBE (current location)



POKEMANIA

Load In 48K Mode

More load in POKEs from the king of the keyboard, Graham 'Turbo' Mason. This month he's concentrated on Codies' Super All Stars. So if you've got this super compilation for Christmas and are having any problems with Steg, Turbo or any of their friends then just load 'em on in.

THE FUN 4

ANIMATOR1

6

Load in 48K Mode

NB. This is a fully usable program. However there is no 'save' option, for further details on how to obtain the save option and program extras see offer on page 23.

To load Animator1, position the tape at the beginning and type Load "" then press ENTER and start the tape running.

With more functions than you could shake a stick at Animator1 is the kind of graphics package you've been waiting for. It is fast, powerful, and fun it, but also easy to use. Animator1 is essentially a very powerful screen designer but with a host of extra options SUPERIMPOSED onto it. All designer options such as Brushes/Airbrushes/Lines and Circles can be freely mixed with very powerful texture paint, wash and colour facilities. On top of this is an amazing elastic PRINT MODE allowing you to add text to your artwork, a fast texture fill, plus options to SCROLL/ROTATE/MIRROR/STRETCH AND COMPRESS your artwork.

For a complete rundown on Animator1 turn to All About Animator 1 on pages 12 & 13.

AT A GLANCE OPTIONS

BRUSH CONTROLS

Q ▲ UP
A ▼ DOWN
◄ O LEFT
P ► RIGHT
B ERASE
N BOOT
M DRAW
SS ERASE
(use your right thumb)

CAP SHIFT WHOLE

2 MIRROR ▲
3 MIRROR ►
5 SCROLL ◄
6 SCROLL ▼
7 SCROLL ▲
8 SCROLL ►
0 ROTATE
D* DESIGN
E EXPAND
F FILL
G GRID
H* HELP
I INVERSE
L LINE
O CIRCLE
P PRINT
Q CLS MSK
S* SPRITE
T* TAPE

Z SHIFT FINE

5 SCROLL ◄
6 SCROLL ▼
7 SCROLL ▲
8 SCROLL ►

X SHIFT COLOUR

2 MIRROR ▲
3 MIRROR ►
5 SCROLL ◄
6 SCROLL ▼
7 SCROLL ▲
8 SCROLL ►
Ø ROTATE

C SHIFT COURSE

2 MIRROR ▲
3 MIRROR ►
5 SCROLL ◄
6 SCROLL ▼
7 SCROLL ▲
8 SCROLL ►
Ø ROTATE

V SHIFT MAG

5 SCROLL ◄
6 SCROLL ▼
7 SCROLL ▲
8 SCROLL ►
Ø ON/OFF

LOAD SAVE

Ø COPY
1 SCREENS
2 SPRITES
3 CHR$
4 UDG'S
5 BRUSHES
6 AIRBRUSH
7 HATCHES
8 ERASE
9 CAT

MDRV TAPE

DESIGN

O SPEED
1 BRUSH
2 AIRBRUSH
3 HATCH
4 EDIT
5 PAPER
6 INK
7 FLASH
8 BRIGHT
9 BORDER

SPRITES

1 STORE
2 FETCH
3 ANIMATE
4 CHANGE
5 AUTO Ø
W 6
D 98
Max 17

LINE MODE

1 & 5, 6, 7, 8 slow move
SPACE fast move
U FIXED/TAG toggle
I XOR/OR toggle
ENTER exit with
CAPS L exit without

CIRCLE MODE 1 & 5, 8 diametre

ENTER exit with
CAPS O exit without

PRINT MODE

1 & 5, 6, 7, 8 enlarge
2 & 5, 6, 7, 8 spacing
3 & 5, 6, 7, 8 condense
ENTER exit with

SU CREW

It's been a tough year for the Spectrum. First of all Crash closed down, then Garth Sumpter left Sinclair User (well not all bad I suppose), and finally nearly all the software houses said nay to new Spectrum products. Gloom and doom could have set in but for the concerted efforts of Big Al's SU Crew and a certain girlie editor and her (unmentionable on these pages) Speccy mag. We stuck it out together with you the readers and continued to seek out games wherever they could be found and conquered.

Well the new year has sneaked up on us faster than a cat on an aquarium and so it's time to review '92 and make our new year's resolutions for '93. What's going to happen? Dunno! But you can be sure SU will be covering it when it does.

Alan Dykes

	'92	'93
Height	6'3"	6'3"
Weight	16 Stone	13 Stone
Hair	Brown	Blond
Eyes	Green	Blue
Occupation:	Editor	Even better Editor

Occupation in 1991: Yak herder (it shows!)

New Year's Resolutions: To lose weight and get fit so I can go skiing in 1993. To keep the Speccy going as long as possible. To practice my bass guitar a bit more. To stop crying in the middle of the night out of loneliness for Millie the Yak whom I left in Siberia two years ago.



Garth Sumpter

	'92	'93
Height	Unknown	Remains Unknown
Weight	Unbelievable	Shocking
Eyes	Crossed	Reversed
Hair	Brown	Black
Occupation:	Editor	Hacking Editor

Occupation In 1991: Exotic Dancer

New Year Resolutions: To seek out new speccy games and boldly crack them where nobody else has before. To avoid sitting on my new (and in my opinion rather sad - Al') glasses, make sure that everyone has a laugh and to banish sadness from the world with a new joke every day.



Yvette Nichols

	'92	'93
Height	5'10"	5'10"
Weight	NOYB	NOYB
Hair	Blonde	Blue rinse
Eyes	Hazel	Sue
Occupation:	Art Editor	Arty Farty

Occupation In 1991: Woollen Jumper

New Year Resolutions: Give up this sad country and go back to New Zealand where the surf's good, the guys are hot and the volcanoes are active. Help the Spectrum survive in NZ. Write letters of protest to governments with crap human rights records throughout the world.



Ed Laurence

	'92	'93
Height	5'10"	5'10"
Weight	5 oz	6 oz
Hair	Dirty	Very Dirty
Eyes	Bloodshot	Blurred
Occupation:	Games Reviewer	Brick Layer

Occupation In 1991: Metaphysical Poet

New Year Resolutions: To stop giving away his mother's cattle for those darn beans! Doh! To keep on getting bigger boots and wearing thicker socks. To pierce several other parts of his body and to stop making new year resolutions.



Philip Lindey

	'92	'93
Height	5'8"	7'
Weight	2 Stone	15 Stone
Eyes	Blue	Bluer
Hair	Tousled	All over the shop
Occupation	Staff Writer	Pro Tetris Player

Occupation In 1991: Arty Student

New Year Resolutions: To cut my toenails before they sprout through my socks. To stop putting on so much weight, play more guitar on my new strat and to work on my carp speling.



Steve Keen

	'92	'93
Height	6'1"	6'1"
Weight	Fat Boy	Still a Fat Boy
Eyes	Odd	Strange
Hair	7'2"	8'5"
Occupation:	Games Reviewer	Girls Blouse

Ocupation In 1991: Tattoo Artist

New Year Resolutions: To buy odour eaters whenever I buy new trainers. To Spend more money on clothes and less on food. To phone my mum at least once a week, 'cos she worries about me and I love her.



EDITOR: Alan 'Grumpy' Dykes • DESIGN: Yvette 'Snow White' Nichols • SU CREW: Garth 'Dopey' Sumpter, Steve 'Snoozy' Keen, Philip 'Happy' Lindey, Graham 'Doc' Mason, Pete 'Sneezy' Gerrard, Ed 'Bashful' Laurence • AD MANAGER: Tina Zanelli • Ad Production: Tina Gynn • MR. MARKETING: Mark Swallow • MARKETING LADIES: Sarah Hilliard, Sarah Ewing • PUBLISHER: Mike Frey • MANAGING DIRECTOR: Terry Pratt • © 1992 Emap Images Ltd. Part of EMAP PLC. • TEL: (071) 972 6700 • FAX: (071) 972 6701 • SU Priory Court, 30 - 32 Farringdon Lane, London EC1R 3AU • Colour By Colourtech • Printed By Riverside Press Gillingham • Typeset By Altyp Inc. Mistakes by Phillingers Inc. • Subs: (0733) 898 100 • Back Issues: (0858) 410 510 •

A happy Christmas to one and all! Especially Al's mum, (Hi Mum!!!!), Fred and family, all at Thurgarton Hall, Sue Thorley, Diana Templeman and all the companies still producing Spectrum software. Here's to 1993!

GAME: Crystal Kingdom Dizzy
LABEL: Codemasters
MEMORY: 48K/128K
TAPE£11.99

CRYSTAL DIZZY




Top 'o' the mornin' sor.



▲ Oh, oh, Daisy's very angry.



▲ Oh look, a little Dizzy.

We all live in a fantasy world sometimes but it would appear that Codemasters' fantasy world is Big Al's nightmare. You see the big guy hates eggs with a vengeance. He can't stand the sight or smell of them and the only thing he'll eat containing eggs are cakes! That's why the rest of us made him review Crystal Kingdom Dizzy... He's not eggs-actly biased is he?

Bluuch! Egg-land! Ok, Dizzy may be cute, he may be popular, he may even be a nice guy but lets face it he's an egg. In this adventure he's got to save Dizzyland from a flood of biblical proportions which is threatening to engulf the land of animated poultry produce because of the legend of the Ice Palace.

The legend of the Ice Palace, as written in the scrolls of the Yolkfolk, claims that if the treasures of the prophet Zeffar are ever removed from their home then the Palace will start to melt and good old Dizzyland will make like Atlantis and disappear under water (hopefully not boiling water or we all know what would happen!).

And so the game begins. The first thing you have to do is actually get Grand Dizzy to cough up the story and this takes place in the Yolkfolk village. There you must reconcile your differences with Daisy, help Dora cook some cakes, satisfy CJ's appetite and help Dylan and Denzil in various ways. In fact it's business as usual in Yolkville as Dizzy plays the part of repair man, policeman, Samaritan, judge, jury and meals on wheels deliverer.

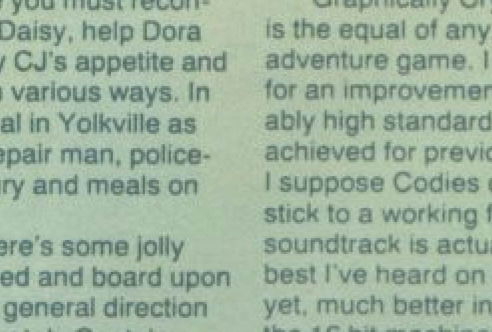
In the second level there's some jolly sea japes as Dizzy gets bed and board upon a pirate ship bound in the general direction of the ice palace. Unfortunately Captain Blackheart is as nasty as his name suggests and after all Dizzy's efforts to repair the dastardly devil's ship he dumps the poor lad on a desert island to rot in solitude. But Dizzy is no rotten egg as we all know and if you're lucky (and smart) you'll pick up some treasure here and find some means of getting off the island and on to the Ice Palace. Once there the fun really begins!

Dizzy VII is a delightful game. You get to interact with almost every character you meet and this means virtually every Dizzy character to date (ok, minus one or two!) Each character has a story to tell and each level has plenty of places to explore, some interesting - like the Surf Shack - some run of the mill - like Dora's kitchen. As usual attention to detail and humour have been applied vigourously and you'll always want to get the job done because it's rewarding.

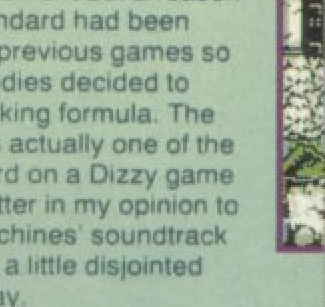
Graphically Crystal Kingdom is the equal of any other Dizzy adventure game. I was hoping for an improvement but a reasonably high standard had been achieved for previous games so I suppose Codies decided to stick to a working formula. The soundtrack is actually one of the best I've heard on a Dizzy game yet, much better in my opinion to the 16 bit machines' soundtrack which seems a little disjointed from gameplay.

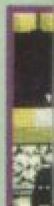
I must admit I was also hoping for a more manoeuverable





▲ Dizzy picks up some points.





8

KINGDOM DIZZY

ISUI GOLD

scores

GRAPHICS	86
SOUND	81
PLAYABILITY	82
LASTABILITY	91
OVERALL	90%

Big Al Dykes

More fun than cutting your toenails with a blunt butter knife, Crystal Kingdom Dizzy has all the familiar characters and situations we've seen in countless other Egg-ventures. Under normal circumstances this level of same-old-thing-againness would seriously undermine the game but Dizzy has worked his magic yet again and this is a darn enjoyable title.



main sprite but Dizzy's bouncy controls also remain essentially unchanged. This can lead to somewhat frustrating gameplay, but only occasionally, usually when you're moving too fast or are too careless. In general control is good and picking up or putting down objects is easily carried out.

In the final analysis, playing and enjoying this game is not about whether you like eggs or - not it's really about whether you like this particular little egg. Dizzy VII will definitely appeal to collectors and people who have enjoyed all his past escapades. For these people I probably don't even need to recommend it, they'll buy it anyway. If you do fall into this category but are wondering about the high comparative price, let me tell you it's worth it. However if you're not a fan then don't go spending all this money on something which is essentially the same as all the rest, albeit larger, longer and more modern.



Ed Laurence

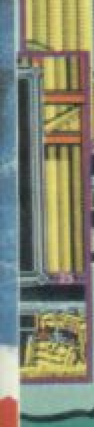
A little long in the tooth but tremendous fun nonetheless. There are plenty of traditional puzzles and this game appears to be longer and more detailed than previous Dizzy offerings.



Watch out for that bat, man!



Good old Dizzy puts a spanner in the works.



More rubbish than a girlie's handbag!

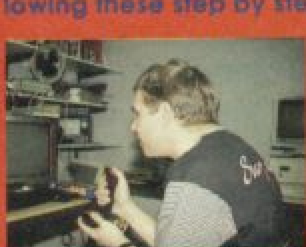
ANATOMY OF A DIZZY PLAYER

Dizzy has been around for a long time, combining graphic cuteness with bouncing playability and absorbing puzzle solving. He has a massive following here in the U.K. and not only do his games sell well but, like all true superstars so do his t-shirts and merchandising paraphernalia. But what does it actually take to play a Dizzy game. Well, just to let you know, SU has got its hands on a cracking Dizzy player, Rob McBride. Now you too can become a genuine, no holds barred, Dizzy player by following these step by step instructions:

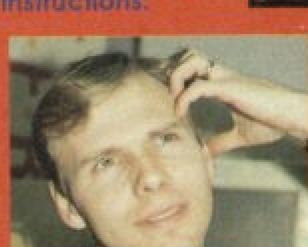


ESSENTIAL ITEMS:

- A good head
- A smile
- A smart t-shirt
- A steady hand
- A cup of tea



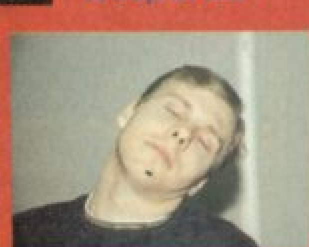
1. POISE: Once you've loaded Crystal Kingdom or any other Dizzy title sit well forward in your chair, but not too close to the screen - remember it's not good for your eyes! Hold that joystick in both hands so you can control Dizzy's bounce accurately!



2. STOP AND THINK: Dizzy problems can be very simple and obvious but they require logical thinking and maybe a little searching about to solve.



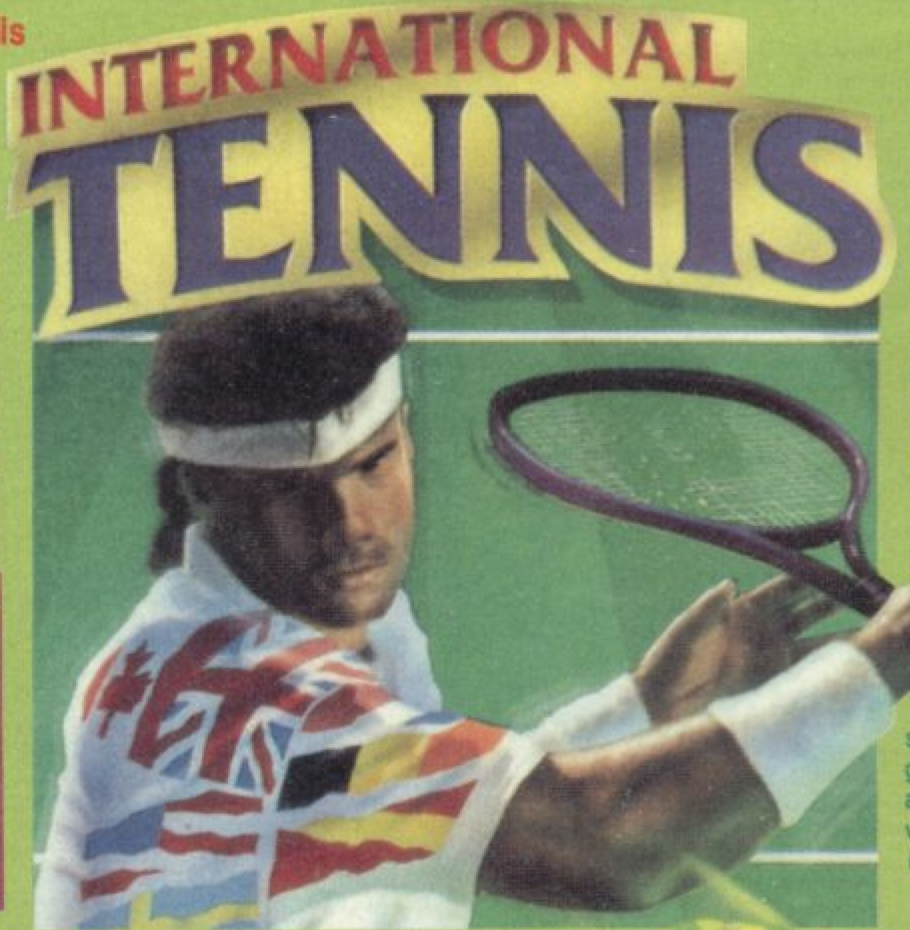
3. SIT BACK AND SMILE: Once you've completed a level or solved a particularly puzzling problem always recline in your chair, stretch your legs out and smile. Smiling is very important in Dizzy games.



4. DON'T FORGET TO SLEEP! Remember Rome was not built in a day so don't strain yourself when playing Dizzy games. Get plenty of rest, have a few hard boiled eggs and life will seem a lot better the next morning.

GAME: International Tennis
LABEL: Zeppelin
MEMORY: 48K/128K
TAPE: £3.99

INTERNATIONAL TENNIS



Decked out in tennis whites, surrounded by buckets of strawberries and cream and several gallons of Robinson's Barley Water, Big Al' and I sat down to put International Tennis through it's paces. Several days and some very runny bottys later the result was decided...

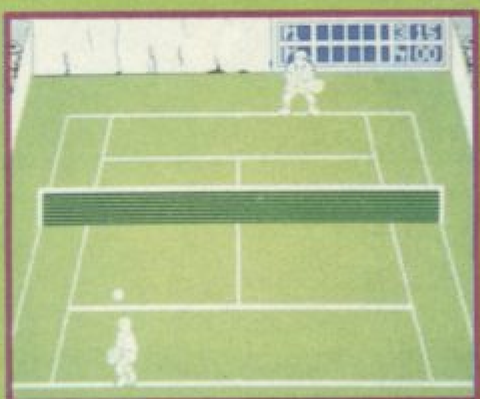


scores

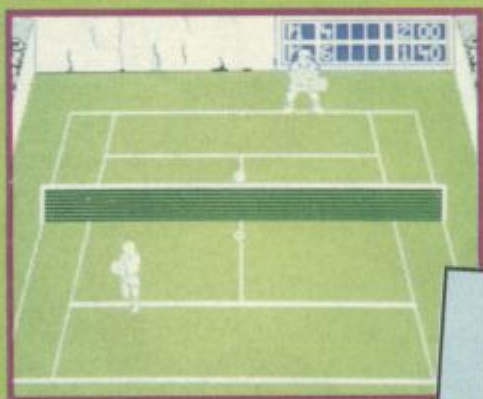
GRAPHICS	80
SOUND	79
PLAYABILITY	90
LASTABILITY	90
OVERALL	87%

Philip Lindey

This is one of the best original budget sports simulations I've seen recently, its simple but thankfully solid white and green only graphics belie it's delightful playability. Definitely well worth the cash.

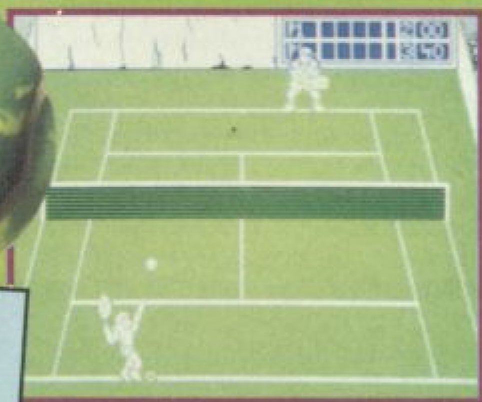


▲ Player two lines up his back hand return.



▲ Player two is leading seven - four.





▲ Player two serves. Barley water please.

ISUI SILVER

International Tennis gives you the choice of playing a single game, a match or a whole tournament without ever leaving the comfort of your living room chair. There are single player or two player options with singles or doubles matches and keyboard or joystick control, though in two player mode one player has to use a 'stick and the other the keyboard.

Unfortunately the standard keyboard control layout is a little awkward, with the left and right keys underneath the keys for up and down and 'M' controlling the shot. But this is only a small gripe. It makes play more difficult but doesn't really detract from the overall quality of International Tennis.

The game really starts to get palm sweatingly good when you get the knack of spinning, lobbing and slicing balls (oo-er!) all over the place. By pressing left or right as you hit the ball, it spins in that direction, pressing up and down as you hit gives the ball top or bottom spin - just what you need to catch your opponent off his guard (as Big Al' discovered to his consternation).

The two (or four in doubles) sprites are about as accurate as you are going to get. They bounce up and down and sway over and back as only tennis players or Zebedees do. The only real fault I detected was their lack of a diving move, which leads to missed balls and frustration.

The game is also surprisingly fast in two player mode and the ball shadow and whacking sound greatly contribute to accuracy and playability. It's slightly slower with four players on court but this is not noticeably a problem.

Overall, International Tennis is a playable, addictive and accurate game. Apart from one or two annoying glitches (like the players' magnetism for the net when changing sides) this is an excellent Tennis Simulation for the money and you should jolly well go out and buy it.



▲ Player two practices his smash.



▲ Leave that net alone player one!



Alan

With most other tennis sims being conversions from another format, they have often been far too complicated for their own, or your Spectrum's good. International Tennis may be simple but it oozes fun and gets my vote.

WHAT A RACKET!

The game of tennis dates back to the eleventh century when it was all the rage in French monasteries. King Philippe IV is mentioned as having a tennis court in 1308. Imagine!

Question. Do female tennis players get cold bums while playing outdoor tournaments wearing those tiny white regulation tennis skirts?
Answer. It's none of your business mate - Tina.

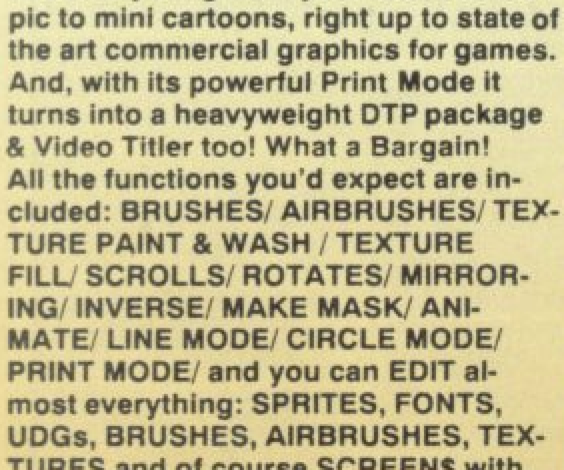
ALL ABOUT ANIMATOR1

Ever wondered what programmers use to produce graphics for commercial games? Ever wanted to play on a graphic program that's so addictive it will have you hooked long after the game you bought at the same time is collecting dust? You need wait no longer! This is the first of a two part guide to using your the Animator 1 package supplied on SU's own Fun 4, courtesy of Softcat/BCS. See the Animator 1 offer on page 23 for further details.

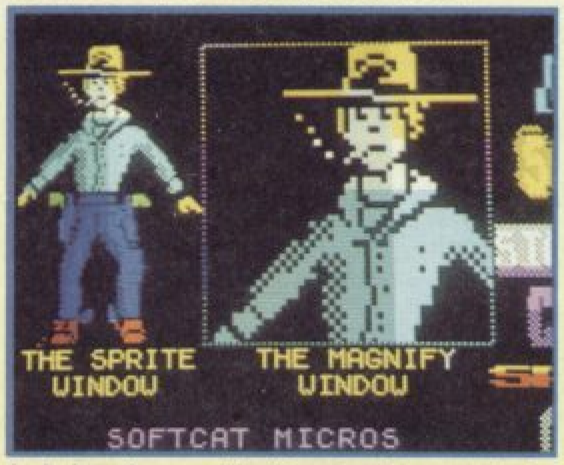
When Animator 1 was first launched it caused quite a stir, won itself a Sinclair User Classic award and was voted top graphic program on the Spectrum. To this day it's never been beaten. Animator 1 combines a powerful screen designer with animation facilities allowing you to design just about anything from your latest screen pic to mini cartoons, right up to state of the art commercial graphics for games. And, with its powerful Print Mode it turns into a heavyweight DTP package & Video Titler too! What a Bargain!

All the functions you'd expect are included: BRUSHES/ AIRBRUSHES/ TEXTURE PAINT & WASH / TEXTURE FILL/ SCROLLS/ ROTATES/ MIRRORING/ INVERSE/ MAKE MASK/ ANIMATE/ LINE MODE/ CIRCLE MODE/ PRINT MODE/ and you can EDIT almost everything: SPRITES, FONTS, UDGs, BRUSHES, AIRBRUSHES, TEXTURES and of course SCREENS with separate SAVE & LOAD functions for all of these.

Some things to really look out for are the PRINT MODE (especially using it with the screen INVERSED and with the TEXTURE WASH & PAINT options) while the TEXTURE WASH & PAINT option itself is a bit of a star. Check out the way ZXCV keys are used with keys 23 5678 & 0 for Scrolls and things 'and' keys 123 used in Print / Circle & Line modes - when you find out how they work you'll really love them.



▲ Animator1 can produce a wide variety of sprites, all magnified to ease accuracy.



▲ Animation couldn't be simpler, you just select the sprite animation order.

GETTING STARTED WITH ANIMATOR 1

We've tried to make it as easy as possible for you, so when you load Animator 1 you'll find a demo mode and then a screen full of helpful hints & tips, while there's also a HELP menu ready to pop down at any time if you need it. (PRESS CAPS SHIFT & H for HELP!). And just to make life even easier there's an 'AT A GLANCE HELP CARD' included on the FUN 4 pages for you to cut out and use with Animator 1.

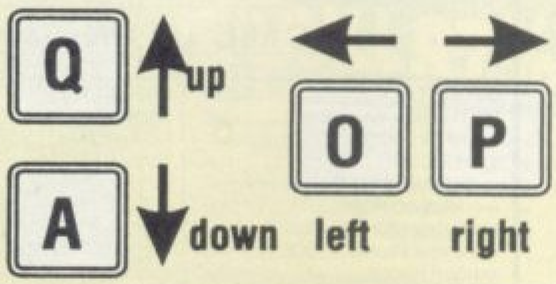


▲ The cowboy started off in a 'draw' stance and now, in the second frame to a 'reach'.

DRAWING WITH ANIMATOR 1

The most important thing you want to know is HOW DO YOU DRAW WITH IT- RIGHT? Well here are the controls:





(use you right thumb on these bottom keys). You'll find this a very easy and fast layout for drawing.

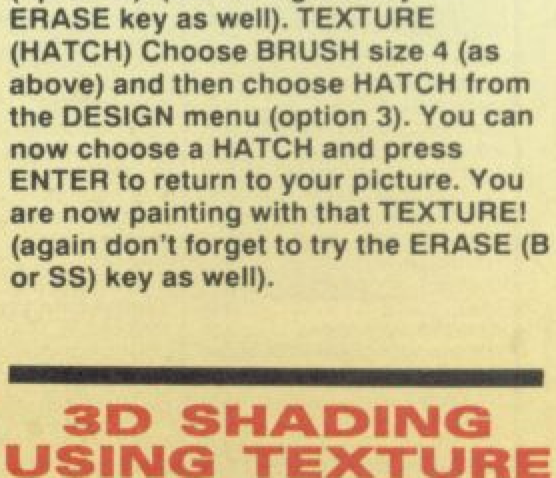
BRUSHES & AIRBRUSHES

After you've vandalized the demo screen a bit, try out some of these options.

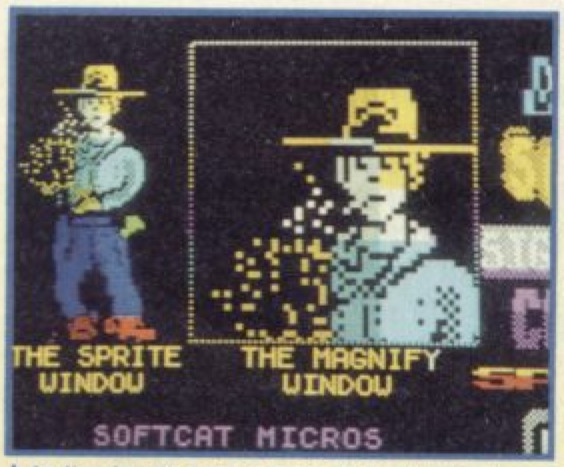
Press CAPS 'D' for the design menu, you can now try out different sizes of BRUSHES (option 1) or AIRBRUSHES (option 2). (Don't forget to try the ERASE key as well). TEXTURE (HATCH) Choose BRUSH size 4 (as above) and then choose HATCH from the DESIGN menu (option 3). You can now choose a HATCH and press ENTER to return to your picture. You are now painting with that TEXTURE! (again don't forget to try the ERASE (B or SS) key as well).

3D SHADING USING TEXTURE WASH(ING) (RUBBING OUT)

Try creating an object in solid form (a filled circle will do) then, choose BRUSH 1 and HATCH 1, try adding 3D shadowing to one side by 'trying to rub it out' and - Da Na! 3D shading made really easy. (see 'KUNG FU' SPRITE for an example of this). The AIRBRUSH also uses this option!



▲ By now, in the third frame, he has his six shooter out of its holster.



▲ In the fourth frame he's shot at you. These sequences are available in DEMO mode.

CIRCLE MODE

Press CAPS & O to enter CIRCLE MODE. All the brush controls work the same but now you can change the diameter of the circle with key '1' pressed with keys '5' or '8' (the old - curser keys). To exit CIRCLE MODE press ENTER. (If you press CAPS O to exit the way you came in, this acts as an UNDO option).



▲ You may now edit the character, from changing colour to changing features.

LINE MODE

Press CAPS & L to enter LINE MODE. As with CIRCLE & PRINT MODES, all the brush controls work the same. You can FIX one end of the line by pressing key 'I' (& UN-FIX it again). Key 'U' switches the OVER function ON/OFF (effects CIRCLE MODE too), and Key '1' pressed with 5678 (the old curser keys) allows you to move the other end (very handy). Finally, the 'space bar' allows you to quickly move the start of the line to the curser position.



▲ The help menu. You can call this up at any time to remind yourself of the controls.

To EXIT line mode press ENTER (If you press CAPS I to exit the way you came in, this acts as an UNDO option as with CIRCLE MODE).

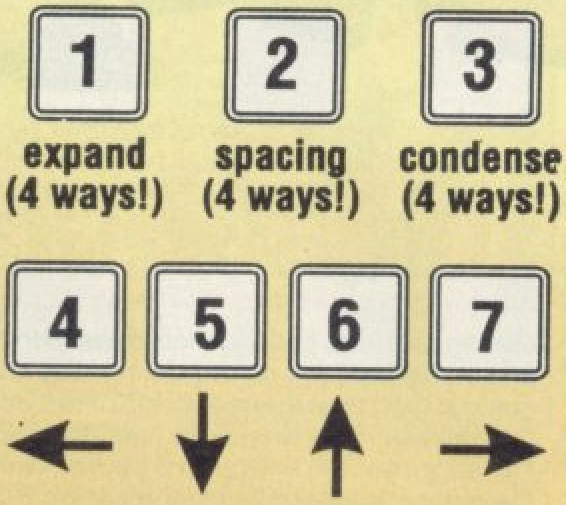
VISUAL EFFECTS USING LINE MODE & THE OVER OPTION

Try FIX-ing one end of the LINE (key 'I') and press 'U', Now try drawing with it... The same can be done in CIRCLE MODE but the OVER option ('U') can only be switched from LINE MODE.

PRINT MODE

Press CAPS & P to enter PRINT MODE. Now type in any message up to 64 characters in length, (use a short word to be begin with like TEXT). Your text will now be your brush! You can paint with this like a brush and you can change the size, shape and spacing with keys 1 2 3 used as special shift keys combined with keys 5678 (the old curser keys).

PRINT MODES SPECIAL SHIFT KEYS



Try moving the text with the pen down (key 'm')... instant double thickness letters!



▲ This option is not available on the SU demo, only on the full version from BCS.

3D TEXT EFFECTS WITH PRINT MODE

Enter PRINT MODE and while pressing down with your text (with the 'M' key) move the text at 45 degrees for about a centimetre. Now EXIT PRINT MODE and select BRUSH 4 from the DESIGN MENU. Next, select HATCH 1 from the DESIGN MENU. Now try to 'RUB OUT' your text, this will give it a TEXTURED or HATCHED look. Now re-enter PRINT MODE and position your text at the top of the TEXTURED text on screen and bring the brush down (key 'm') and hey presto.... instant 3D!

This should give you some idea of the effects you can quickly achieve just using PRINT MODE!

OUTLINE TEXT EFFECTS WITH PRINT OPTION

Try exiting PRINT MODE and INVERSE the screen (CAPS & 'I'). Now re-enter PRINT MODE and smudge your text so that it leaves an impression of the text that is fatter all round than the text on your brush. Now EXIT PRINT MODE again & press CAPS 'I' to restore the screen from INVERSE.

Now re-enter PRINT MODE again and position your text in the middle of the smudged shape and press down (key 'm' -pen down). You should have a perfectly outlined version of your text.



▲ The design screen. Call up all the options needed to create or modify a sprite.

IN NEXT MONTH'S FEATURE

ANIMATING YOUR FIRST MINI CARTOON

PLUS SCROLLS/ ROTATES/ MIRRORS AND USING THE POWERFUL COLOUR OPTIONS WITH TEXTURE WASH & PAINT. PLUS HOW ANIMATOR1 HAS BEEN USED TO CREATE GRAPHICS IN COMMERCIAL GAMES!



▲ The various painting and graphics options available see text and next month's guide.

HACKING SQUAD

What the hell have you lot been up to lately? All I've got in the mail recently is a load of tip 'n POKEs for old games. Doesn't anyone buy new games any more? It's tough at the top in the Hacking Squad and I know you all miss Hannah but I'm actually just as attractive as her - in a very obscure way - so I'd like some of you young 'uns with new games to send me some tips... Or else. In fact, let me make you an offer. If anyone can give me a hernia caused by carrying Hacking Squad mailbags up the tower, then Al' will give them a special prize. (ie some yummy new software.) Anyway, enough of this grovelling rubbish here's the latest batch of tips, cheats and pokes for your delectation and digestion (or indigestion)...



SOLUTION CITY

If you remember we left Seymour last month on board the train tootling his way to act three of Wild West Seymour. Well have no fear ya'all, 'cos here's just how to finish level three and four and all thanks to Robert Ruck of Boston in Lancs. But don't forget that this in only one way of completing the adventure. There's also a treat in store for all of you who have got Dizzy, Prince of the Yolk Folk as the first part of the complete solution begins this month...

SEYMOUR IN THE WILD WEST (Part Two)

Last month we gave you the first two acts as Seymour tries to chug across the wild frontier. Here's the rest...

ACT THREE

Get Harmonica, leave the train, go left and continue left for six locations until you happen across the tumbleweed. Get the tumbleweed and then return right (six times) until you arrive at your starting point. Now, jump on the trailer, get the coal, put the coal in the furnace followed by the tumbleweed. Now go right and get a cigar and then return left and drop the foul smelling weed. Now jump onto the trailer, go right and jump onto the roof of the tunnel.

Go right again (twice), and play the harmonica. Now drop it and get the pickaxe before going left to board the train. Once aboard, find the first aid kit and get the scissors and then leave the train. Get onto the tunnel roof and go right three times, down and then two locations to your left. Now use the pickaxe on the low bit, talk to the genie, go left, carry on chatting with Han Polo and then use the scissors and take one detector. Go right now and talk to the genie and then continue left for two turns and return to the train.

Get aboard and get the Elastoplast. Now, disembark and get on the tunnel roof and go right (x3), then down and right. Now use the pickaxe, then drop it and get the gold. Go left, up and left and buy the bucket. Drop the ore detector and repair the bucket with the Elastoplast. Now just go right, down, left twice and down again. You'll arrive at a lake where you should get some water. Talk to the genie and then go left to the train. Put the water in the boiler, take the cigar and use it on the furnace! Presto - you've just steamed through act three.

ACT FOUR

Go left and take the safety pin. Go down and get the crate of whiskey (hic!) go left and then talk to Al' (that's me - ED). Now go right and talk to the 'injun'. Go right again (x2), down and right and go to the middle wigwam and give the whiskey to the chief. Drop the safety pin and get the water wings from the righthand wigwam. Go left (x2), down and left twice. Ask Al' to blow up your water wings and then go right (x3) down and right (x3) and get the shovel.

Now go left (x4), up and left twice more. Dig up Drippy's grave to get the funnybone. Now go right (x3), down and right and give the bone (peace pipe) to the Chief. Go left twice, up and left (x2) and dig up the grave again. Now drop the shovel and go right (x3), down and right (x2) and you should arrive in the plantation. Now, use the rain spell, drop the shovel and go left, and then return right where your crops will have er.. cropped! Pick up the crop on the left and drop skin. Go left twice and give the tobacco plant to the Chief and, well dang me mulepack, you've done it! Yeeee, flippin' harrr!

WILD WEST SEYMOUR CODES

Each of these codes can be used when you first start the game.

ACT TWO CODE: 21D135008

ACT THREE CODE: 10C700068

ACT FOUR CODE: 238A35008

DIZZY PRINCE OF THE YOLK FOLK

Here's the first part of the solution to this cool Codies classic, recently released on its own, (hurrah!)

Get the jug of water, a pile of leaves and the matches. Go and stand by the door and drop the pile of leaves. Now drop the book of matches and finally the jug of water. You should now be able to leave. Go left and talk to the man then continue left and get the famous pick axe. Now go right (x2) and get the small cage.

Talk to the lion (Awwwrrrghhh!) and then go right and up to get the bridge kit from the clouds. Go down now and use the pickaxe next to the rock. Now drop the pickaxe and go left and up to get the gold. Now return down and right (x2) and get onto the boat. Go right and give your gold away. Talk to the man and go right again and drop the cage next to Pogie.Go up and use the bridge kit on the big gap. Now if you jump right onto the clouds until you get to the tower drawbridge.

Look out for part two next week egg fans!

INDEX

CHAMPION CHEATS

DIZZY DOWN THE RAPIDS

What's wet and yellow and travels at over 40 miles and hour? A hard boiled egg yolk if Philip coughs whilst he's eating it! Yes, That's a sad joke but you wouldn't laugh if Phil coughed his lunch in your direction especially as he thinks a light snack is a tractor with the tyres taken off! But I digress. Here's a quick cheat for Dizzy Down the Rapids which is idiot proof (Although I couldn't make it work every time!) When you start the game just press down all the keys on the keyboard (it helps if you fill several pairs of gloves with desiccated coconut and rest all the fingers on the keys). Once you've done this (it'll take about six hours and the dried contents of 23 coconuts), you should have either:

a) Infinite lives.

b) An awful lot of desiccated coconut.

That load of all rubbish all came from the pen of one lunatic called Stephen Sedgwick of Chiswick, London. No prize for you 'cos it's easier to just type in CHEAT on the title screen, but I'm sending you a recipe for coconut cake...



SUPER STUNTMAN

When you get a high score just type in BIG SCORE to become immediately blessed with infinite lives and all the time in the world.



THUNDERBIRDS

With the series now gracing our TV screens again, it seems that I really should try to rescue anyone stuck in the game. So, here are the passwords...

Level two: RECOVERY

Level three: ALOYSLUS

Level four: ANDERSON

TREASURE ISLAND DIZZY

Do you still remember this old Codemasters' classic? Well why don't you just whip it back out for Christmas and try this little cheat out of courtesy to Wynn Jenkins of North Wales? On the title screen hold down the keys O, A, P and Enter. Next, just press down the letter C to begin cheating. This will make Dizzy disappear. Now use Z and X to the select the screen that you want and then press Space to start play.

RAINBOW ISLANDS

A recent convert to budget and several compilations, Rainbow Islands is a great game but can be a little bit tricky and take hours to get big scores. Here's an easier way...

On the bonus stage, fire rainbows and leap up them until you reach the top of the screen and then just keep your joystick pointing up and the points will just keep piling on!! Cheers to Sam Carter of Cleveland for that one!

Garths Big POKEs

Paul Best of wet, wet, Manchester has sent in the following POKES and says that they're part of his golden oldies collection. Perhaps he'll take Big Al' if I ask nicely?

LIGHT FORCE

40725,0 Lives

RETURN OF THE JEDI

46267,201 No Tie fighters



WONDERBOY

34362,0 Infy lives

YOGI BEAR

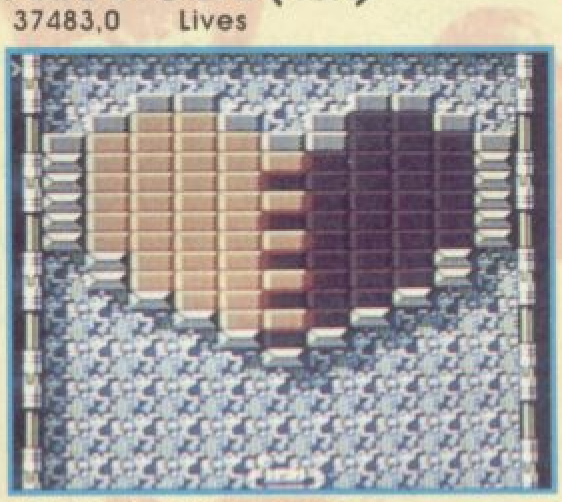
35090,0 Immunity

BACK TO THE FUTURE

54501,201 Life force

ARKANOID II (48K)

37483,0 Lives



BMX SIMULATOR

49264,68 Lives



ELITE (48K)

46848,201	No pirates
56997,0	Fuel
46848,0	One hit kills all
54261,0	Money
54275,0	Money

HACKING SQUAD

STARSHIP Q

STARSHIP QUEST - 48K

Good old Larry Horsfield, once again awarded a prize for the top adventure game writer this year (I can't figure out why they don't just let him keep the award, he wins it so often), has given us a helping hand with his Starship Quest series, recently featured on the Great 8.

Not one to make things inordinately simple

Starship Quest Part 1	Hint or Answer:
1. THE STELLAR QUEEN GOES INTO HYPERSPACE BEFORE YOU CAN GET OFF:	1. GTXXQ TO SGDM! XNT'QD OQNAZAKX SZJHMF SNN LZMX LNUDR
2. DON'T KNOW WHAT EQUIPMENT TO TAKE FROM THE STOREROOM:	2. ITRS SGD EKZRG ZMC SGD ONVDQ BGZQFDQ
3. STUCK ON THE RUNGS IN THE GRAV-SHAFT ON THE PLANET:	3. KNNJ ZQNTMC SGDM BKHLA ZBQNNR QTMFR NQ BHKLA ZQNTMC RGZES
4. TUBECAR WON'T MOVE:	4. DWZLHMD QDZQ NE BZQ
5. DON'T KNOW WHAT TO DO WITH THE MOTOR:	5. CHRBNMMDBS SGD BDKK ZMC SDRS HS
6. ENERGY CELL IS DEAD:	6. BNMMDBS HS SN SGD ONVDQ BGZXFDQ
7. CAN'T DO ANYTHING WITH THE SPACE JEEP:	7. RDZQBG SGD OHKD NE LDSZK EHQRS
8. CAN'T DO ANYTHING WITH THE SPACE PORT DROID	8. BKDZM GHL EHQRS
9. CAN'T GET THE DROID TO WORK:	9. GD MDDCR KTAQHBZMS
10. HOW DO YOU GET TO THE "CITY" STATION:	10. RVZO SGD BZAKDR NM SGD BDKK
11. NEED SOMETHING TO CARRY THINGS IN:	11. RDZQBG HM SGD CHQS ZS SGD ANSSNL NE SGD RGZES ZS SGD BHSX RSZSHNM
12. CAN'T FIND LUBRICANT FOR THE DROID:	12. FN SN SGD BKDZQHMF - XNT LTRS CN Z "SQZCD"
13. MORE HELP FOR THE LAST PROBLEM:	13. DWZLHMD SGD BKDZQHMF ENQ Z BKTD - XNT BZM DZS SGDL
14. UNABLE TO TALK THE DROIDS LANGUAGE:	14. FN SN SGD ANNSG. XNT LTRS ZBSHUZSD SGD BNMRNKD
15. THE CONSOLE WON'T WORK:	15. KNNJ TMCDQ HS - BTS BZAKDR - BNMMDBS SGD BDKK SN SGDL
16. GOT NOTHING TO CUT WITH:	16. RDZQBG SGD OHKD NE LDSZK ZFZHM
17. DON'T KNOW WHAT TO SAY TO THE DROID:	17. RZX "QDETDK IDDO"
Objects needed at the end of Part one:	**AEKZRGKHFGS, RZBJ, FNKC CHRB, OKZRSHB ANSSKD & LZRJ.**

Starship Quest Part 2

18. DON'T KNOW HOW TO CROSS THE MOAT:
19. CAN'T FIND ANYTHING TO USE TO CROSS THE MOAT:
20. "CROC" GETS YOU WHEN YOU TRY YOU CROSS THE MOAT:
21. YOU OVER-BALANCE ON THE PLANK AND FALL INTO THE MOAT:
22. YOU STILL FALL INTO THE MOAT FROM THE TREE TRUNK:
23. "BEARION" KILLS YOU IN THE WOODLAND:
24. TRAPPED IN A HUT IN NATIVE VILLAGE:
25. JUMP ON BEAM BUT IT BREAKS UNDER YOUR WEIGHT:
26. CAUGHT BY NATIVES AT ALTER OR IN WOODLAND:
27. AMULET? WHAT AMULET?
28. THE NATIVES TOOK EVERYTHING WHEN THEY NETTED YOU:
29. NATIVES CATCH UP WITH YOU ON PATH THROUGH THE WOODS
30. FUMES FROM SWAMP KNOCK YOU OUT :
31. SINK INTO THE MUD WHEN YOU TRY TO CROSS SWAMP:
32. MORE HELP FOR THE LAST PROBLEM:
33. WHERE DO I FIND THE OBJECTS FOR THE LAST PROBLEM:
34. ATTACKED BY LARGE AMPHIBIAN:
35. CAN'T FREE GIRL TRAPPED IN BIRDCAGE TREE:
36. CAN'T FIND ANYTHING TO USE FOR THE LAST ANSWER:
37. CAN'T FIND ANYTHING ON THE PATH:
38. NATIVES SEE YOUR FLASHLIGHT AND RECAPTURE YOU:
39. THE GIRL TRIES TO FIGHT YOU OFF WHEN YOU TRY TO FREE HER ANKLE:

Objects needed at the end of part 2:

DO YOU WANT SOME LUVERLY SOFTWARE?

If you do there are a number of ways of getting it:

1) Sell all of your Mother's favourite frocks at a car boot sale and buy some with the proceeds.
2) Sell some really old and crap jokes to a very sad comic or to a real professional megastar like Jimmy Tarbuck!
3) Send in all your best hints, tips, maps, cheats and POKEs to:

MAD GARTH'S HAPPY HACKING SQUAD, SU TOWERS, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



QUEST TIPS

HACKING SQUAD

Larry has encoded all the hints he sent us, but they're easy to figure out and doing it this way means that you only find out what you need to - and no sneak looks at the rest of the hints.

To decode hints, jump one letter FORWARDS.

Examples; ZMC translates as AND or DWZLHMD translates as EXAMINE. Simple eh?

18. DWLHMD LNZS NM DZRS RKCD - XNT MDDC Z "AQHCFD"

19. RDZQBG QTAAKD HM QTHMDC ATHKCHMF - KZX OKZMJ NM SQTMJ

20. SGQNV RNLDSGHMF TRDKDRR ZS HS EHQRS

21. SGQNV DUDQXSGHMF ZBXNNR SGD LNZS EHQRS

22. XNT LTRS AD UDQX BZQDETK - CN SGHMFR RKNVKX

23. CNCFD HS'R EHQRS ZSSZBJ SGDM SGDNV SGD RODZQ

24. VBHS TMSHK HS'R CZQJ SGDM BKHLA NM ADZL ADENQD FTZQC KNNJR HM

25. SHLHMF HR HLONQSZMS

26. RBZQD SGDL ZVZX - SGQNV SGD ZLTKDS HMSN SGD EHQD

27. SGD CDZC MZSHUD HM SGD VNNR VZR VDZQHMF HS

28. XNT RGNTKC'UD VNQM SGD ZLTKDS

29. XNT MDDC SN QTM

30. VDZQ SGD LZRJ - CHC XNT RZX FNNCAXD SN SGD CNBSNQ NM SGD 'PTDDM

31. XNT MDDC RNLD "LTCRGNDR"

32. TRD RNLD BDHKHMF SHKDR, RSQHMF ZMC Z JMHED

33. HM SGD ROZBDONQS ATHKCHMF

34. SGQNV HS RNLDSGHMF SN CHUDQS HS'S ZSSDMSHNM - RDZQBG SGD ATKQTRGDR

35. XNT MDDC RNLDSGHMF SN KHUDQ SGD QNNSR

36. RDZQBG SGD OZSG MNQSG NE SGD MZSHUD UHKKZFD

37. TRD XNTQ EKZRGKHFGS

38. SGDQD HR NMD OKZBD SGZS'R GHCCDM EQNL SGD UNKKZFD

39. GHS GDQ!!

ZR ADENQD, ATS MNS SGD LZRJ



Starship Quest Part 3	**Hint or answer:**
40. ATTACKED AND KILLED BY A "TIGE-RILLA" ON RIVER BANK:	40. CTBJ!!
41. CAN'T CLIMB DOWN THE CLIFF:	41. XNT MDDC Z QNOD - DWZLHMD SGD SQDDR NM RNTSG QHUDQAZMJ
42. UNABLE TO JUMP TO SOUTH BANK OF RIVER:	42. RDZQBG SGD QDDCR ZS SGD DMC NE SGD OZSG
43. "SPEARED" BY PLANT WHEN YOU TRY TO GO UP ROPE BRIDGE:	43. HS CNDRM'S KHJD XNTQ RLDKK!
44. MORE HELP FOR LAST HINT:	44. OHBJ RNLD ADQQHDR EQNL AZMJRHCD ATRG - QTA SGDL NM XNTQ TMHENQL
45. STOPPED BUY A WALL OF FLAME:	45. SNTBG HS - HS'R ZM HKKTRHNM... ZS SGD OQDRDMS SHLD
46. WHERE IS THE "HOLY PLACE":	46. DWZLHMD SGD ATRGDR - ZMC VGZS XNT RDD - HM OKDZRDMS OZQS NE VNNCR
47. DON'T KNOW WHAT TO DO OR SAY TO LEESTI:	47. ZRJ GDR ENQ A LZBGDSD
48. LIANAS ARE NOT LONG ENOUGH TO CLIMB DOWN:	48. JMNS SGDL NQ SHD SGDL SNFDSGDQ
49. HAVE NOTHING TO ANCHOR LIANAS TO:	49. KNNJ ZQNTMC NM SGD BKHEESNO
50. PROGRESS UNDERGROUND BLOCKED BY A BOULDER:	50. DWZLHMD HS - XNT LTRS LZJD Z EHQD SN BQZBJ HS
51. WHERE DO YOU FIND SOMETHING TO BURN:	51. BGNO RNLD CQX UDFDSZSHNM
52. END UP WITH WET BRUSH WOOD:	52. OQNSDBS HS VHSG RNLDSGHMF VZSDQOQNNE
53. MORE HELP FOR LAST HINT:	53. RJHM SGD SHFDQHKKZ! VQZO SGD AQTRGVNNC HM SGD RJHM
54. CAN'T FIND ANYTHING TO LIGHT A FIRE:	54. RDZQBG SGD FQZUDK NM GHKKSNO OZSG
55. THE FIRE BURNS OUT AND DOES NOTHING:	55. XNT LTRS ROQDZC SGD AQTRGVNNC TMCDQ SGD ANTKCDQ EHQRS
56. THE FIRE STILL BURNS OUT AND DOES NOTHING	56. SGQNV SGD ANSSKD NE NHK HMSN SGD EHQD
57. GET FRIED WHEN OIL EXPLODES:	57. LNUD AZBJ Z AHS
58. DROWN WHEN YOU TRY TO GET THE SPEAR UNDERWATER:	58. DMSDQ SGD ONNK - FDS SGD RODZQ - QDSTQM SN SGD EHQRS ONNK
59. NEED ANOTHER ROPE:	59. DWZLHMD SGD RJDKDSNM
60. STUCK ON A LEDGE IN THE LAVA CAVERN:	60. SHD SGD QNOD SN SGD RODZQ - SGQNV SGD RODZQ HMSN SGD GNKD HM QNNE
61. HAVEN'T FOUND THE STAR MATRIX YET:	61. KNNJ ZBQNNR SGD BZUDQM EQNL KDCFD SGDM RVHMF ZBQNNR NM QNOD
62. HAVE ONLY FOUND A LARGE CRYS-TAL:	62. OKZBD SGD BQXRSZK NM SGD BNKTLM NE DMDQFX
63. CAN'T CLIMB DOWN THE ROPE WHILE CARRYING THE STAR MATRIX:	63. ITLO EQNL NMD KDCFD SN SGD NSGDQ
64. AT A DEAD END IN A SHORT TUN-NEL:	64. QDLDLADQ SGD VZKK NE EHQD
65. CAN'T PASS WALL OF FIRE, EVEN WHEN CARRYING THE STAR MATRIX:	65. BZQQX SGD FNKC CHRB ZR VDKK

SPECMAN

HO HO, merry Christmas one and all. My mailbag's been simply bulging with questions and it's been tough getting through them all but now I'm looking forward to a bulging tum on Christmas day. See you all in the new year!

JUMPING JOYSTICKS

Dear Specman, I'm having a problem with the joystick on my 48K Spectrum, every now and then it simply locks up or refuses to work. The joystick works fine on other computers as does the interface. What's up?

This is an old problem faced by many a Speccy owner, it's called carbon deposits. What? Take a look at the rear edge connector on the back of your Spectrum and pay particular attention to the soldered shiny pads. If you look closely they are probably a deep black colour. This is caused by a chemical reaction between the edge connector and the connector on the joystick interface. Simply get a cotton bud dipped in alcohol or meths (hic) and clean the connectors on both sides. You should find your problems are over.

AMP JAPES

Dear Specman, I want to amplify the sound coming out of my Spectrum when using my Spectrum on the TV the sound is distorted, is there a way of amplifying the signal or getting a much cleaner sound out of the machine?

Amstrad, in their wisdom, added a socket to the humble Spec called the peritel on the back panel. I don't have a manual to hand, but from what I remember, the sound from the Ay chip is pumped straight to this socket. It also has the effect of being distortion free. You need a lead made up that has sound out and ground connected from the peritel to a small jack plug. A local hi-fi or electrical repair shop should be able to help you out.

BLIP BLIP BLIPPPPP

Dear Specman, I understand the Spectrum has just the single beeper in the 48K machines. (Right!) Then how is it that games like Ocean have three channel music on them? (Er, yes...) And therefore why can't I do this?

Firstly it only sounds like three channel music. The Speccy beeper is in fact still only one channel. It works like this, the programmer is playing a note and then that note is interrupted by the second note that is played. With me so far? The second note is then interrupted by the third note. So the second is playing for 1 millisec, 1 note of one octave, then another millisec, another note etc. The effect is too fast for your ears to differentiate between, so that the note, to all intents and purposes appears to be multi-channel. You can't recreate this from basic because basic is too slow and doesn't have the ability to split the notes up.

VIDEO TITLES

Dear Specman, I wish to record my own titles onto videos, you did a program on the cover of the magazine for drawing with. Can a Spectrum record onto video?

Do you know this really couldn't be simpler. Just because the Spectrum comes with a TV lead we all assume that it can only be plugged into a TV. Plug it into the aerial socket of your video and tune the video to a free channel till it finds your spec and there you have it, you can record all your amazing drawing talent onto video. It's also great for doing intros for your own video recordings.

AERIAL ANTICS

Dear Specman, My 128 keeps drifting off channel, and when I push the aerial socket in it comes back again, I've tried resoldering it but to no avail. None of the repair shops around me stock Sinclair supplies, and I'm stuck for the bit. Where can I get it from?

It certainly sounds like you're up the creek there matey. CPC or Combined Precision Components are the people to talk to. They are in Preston, Lancs, and are about the only Amstrad/Sinclair stockist that have any large amount of components anymore. Give directory enquiries a ring from a call box ('cos then it's free) and they'll be able to help you out.

I KNOW WHERE 128 LIVES

Dear Specman, When people talk about address in Spectrum's memory, are they talking about low byte and high byte address? I'm getting on a bit now and would love this to be explained in a very simple manner.

OK! When a Spectrum stores a number in its memory it does a strange thing. Firstly it can only handle numbers up to 255 in one location. i.e. poke 16384,255 so what does it do with numbers bigger than 255? Well the first thing it does is split the number into manageable chunks, 32769 for instance looks like this 32768/128 with 1 left over. So the Spectrum sees the number like this: 128 1. In order for it to make it back into 32769 it would time 128 by 256 and then add 1. When it stores the numbers in memory it stores the 1 in one location and the 128 in the next. The same is true of Poke 16384,1 :poke 16385,128: the 1 is the low address and the 128 is the high address.



SUpermart SUpermart

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HINTS & TIPS

Christmas can be a difficult time of the year. OK, there's lots of food to eat, lots to drink and the consumer research people reckon that despite the recession parents are still spending wads of cash on their kids' prezzies (not to mention what Santa brings of course). However there are problems.

For a start, younger brothers and sisters seem to get considerably more annoying during the festive season... Whingeing, whining and annoying the dog with their allegedly 'safe' Tomy toys is generally the order of the day. Meanwhile older brothers and sisters are all restless and bad tempered, peeved off with their fifteen bottles of Hai Karate aftershave or their book tokens and generally being sad people. Then, to make matters worse parents insist on watching Harry Secombe or 'Gone With The Wind' instead of 'Return Of The Jedi', if indeed they let you near the telly at all and try to make you wear that ugly, green barbed-wire jumper knitted by your ancient aunty Beryl.

Yes, life can be tough! But you've always got your Speccy to keep you company, ever faithful and true. So, unless those visiting relatives have got some cash to hand over in exchange for their finger breaking hand shakes or sloppy, lipstick kisses, what better way to spend the time between meals and compulsory family monopoly periods than playing a few good video games. And they don't come much better than on this Dream Team compilation.

Terminator 2, Bart Simpson Vs The Space Mutants and WWF Wrestlemania were all originally released in the latter part of 1991 and have done well as full pricers ever since. They received two SU Gold awards and an SU Silver between them so they're bound to measure up. But, for those who aren't familiar with any of these titles an explanation is in order.

World Wrestling Federation wrestling is one of the biggest crazes to hit the UK recently. With larger than life characters and almost ballet perfect moves these American wrestling giants have had people glued to the television and rolling with laughter ever since Sky TV started beaming the programs in. Then, last Christmas, WWF came to Spectrum and proved a weighty formula.

The game involves choosing between three famous WWF wrestlers (and all round good guys), Hulk Hogan, Ultimate Warrior and The British Bulldog and fighting it out to win Wrestlemania against The Mountie, Sgt. Slaughter, Mr. Perfect, The Million Dollar Man - Ted Debiase and The Warlord. The moves include thumping, kicking, throws, pins, clotheslines etc. and the action is fast and furious.

Graphics in WWF are monochrome but each wrestler is very accurately represented. The ring takes up most of the screen so there's not much in the way of background graphics and the characters tend to disappear when they climb up the ropes. However, with good controllability, reasonable accuracy and an all action two player mode WWF is well worth having.

Bart Simpson Vs The Space Mutants is a bit of a star on Speccy. It looks almost exactly like the NES version of the game and in my opinion plays better. The plot involves a terrible contingent of space mutants who have taken over Bart's home town of Springfield, inhabiting the bodies of its good citizens with a view to building a super weapon and taking over the world. Luckily though young Bart can see them through his X-ray specs and thus hopefully, with your help, avoid them and

GAME: THE DREAM TEAM
LABEL: OCEAN
MEMORY: 128K
TAPE: £10.99
DISK: £15.99





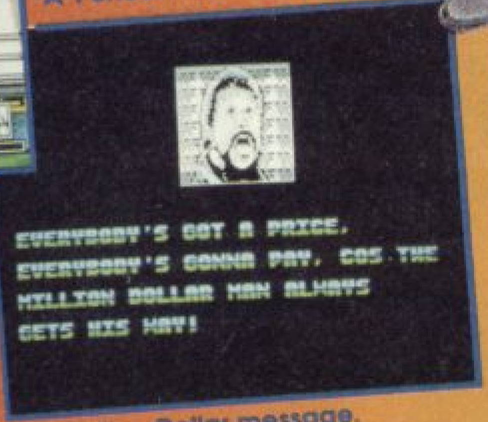
Perfect has his revenge.



Hulkster pile drives Mr. Perfect.



Hulkster throws Mr. Perfect.

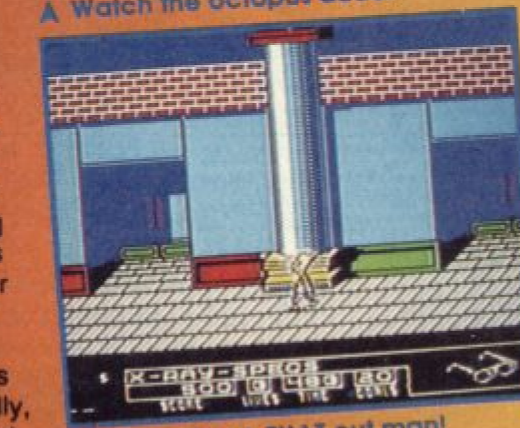


A Million Dollar message.

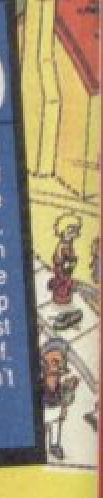




Watch the octopus dude!



Wow, check THAT out man!



scores

OVERALL 91%
Garth Sumpter

Darn fine compilation. T2 looks very impressive but has somewhat scrappy gameplay while Bart Vs The Space Mutants is a fun game, better, in my opinion, on the Spectrum than on some other formats. Meanwhile WWF has consistently been at the top of the charts since its launch last Christmas - which speaks for itself. This is one compilation I wouldn't mind receiving this Christmas.



ISU GOLD

foil their plans.

Littered throughout the game are objects which the aliens need to complete their task of world domination and Bart must get to them first to succeed. There are five levels of fun with a vast variety of aliens and some pretty nifty puzzles.

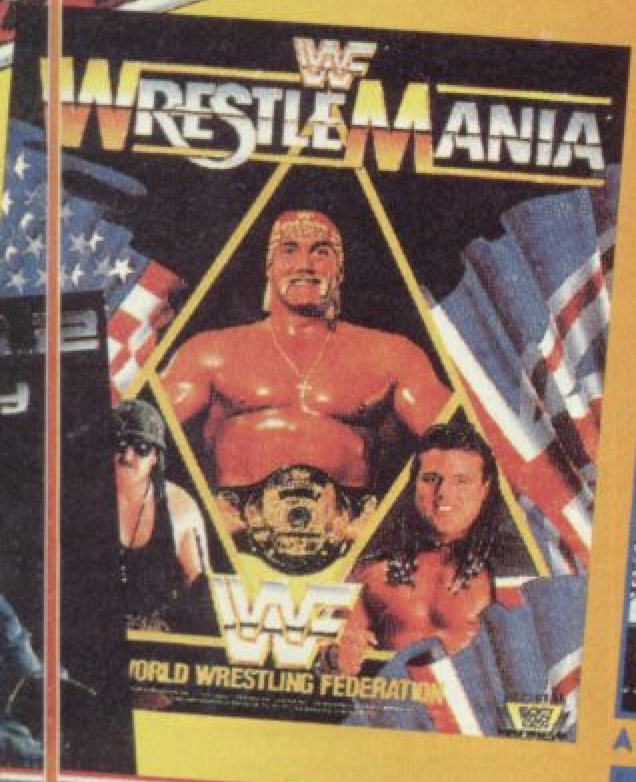
Graphics are super and the Bart sprite, although transparent, is delightfully accurate, even down to his blinking eyes. Playability is good too, if a little difficult at times.

Terminator 2 is a strange game. There are seven levels in all, three beat 'em ups, two car chases and two piece-it-together puzzles. The three fighting levels involve you controlling the T800 while engaged in hand to hand combat to save the world with the T1000. This is easier said than done and you have to master big Arnie's kicking, thumping and head-butting moves to defeat the enemy. Unfortunately these levels aren't very exciting as you don't get to run about the place with guns or the like but they do require skill.

The car chase levels are by far the best fun with plenty of speed and mayhem to keep you happy, while the puzzle levels are the quite intruiging - you have to piece together Arnie's robot face and arm. Not an easy task even for the Skynet defence computer!

Overall this compilation has to score highly. It contains three of the most important and largest selling Speccy games of the last year complete with all the original instructions and, importantly, all on separate cassettes, so there's no faffing about trying to find the right tape position etc. If you want to buy someone a present and know that they don't already have one or two of these games then the Dream Team will bring a smile to their faces and no mistake.

WOW!!





▲ Hey Homer, get me down!



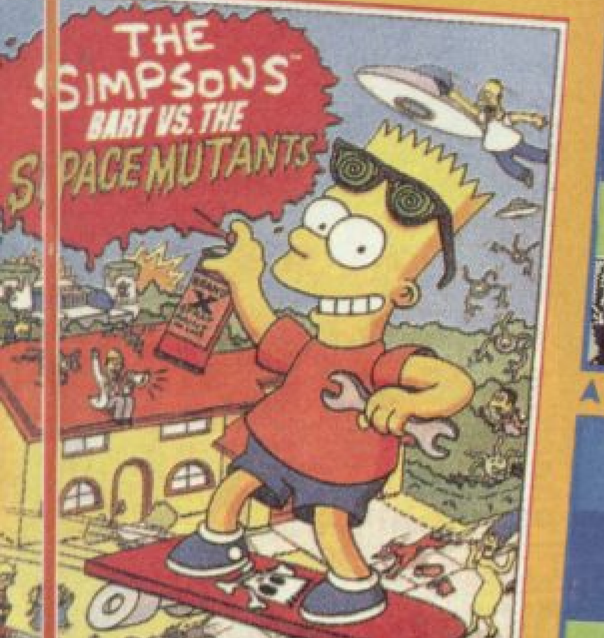
▲ Hey, it's grandpa Simpson.



▲ Scare your mum with the intro screen.

Rescue John Connor on your Harley Davidson. ►







▲ Kick that molten metal!



▲ The T1000 re-moulds itself.

SIZE ISN'T ALL THAT COUNTS! (or is it?)

The three characters on which these games are based are world famous, but how do they size up to each other?

HEIGHT
The Terminator (T800): 6'2"
Hulk Hogan: 6'5"
Bart Simpson: 1-5 inches (depends on Matt Groening)

WEIGHT
The Terminator (T800): 250 lbs (310 lbs with flesh)
Hulk Hogan: 303 lbs
Bart Simpson: Less than an ounce!



Alan

My choice for the Christmas Stocking too! WWF and Simpsons both received over ninety percent when first reviewed in SU while T2 gained a creditable eighty four, although I think it was over marked at that. However none of these titles are available as budgets yet so this compilation represents tremendous value.

GAME: FOOTBALL MANAGER 3 LABEL: Addictive MEMORY: 48K/128K TAPE: £10.99 DISK: £15.99

FOOTBALL MANAGER 3

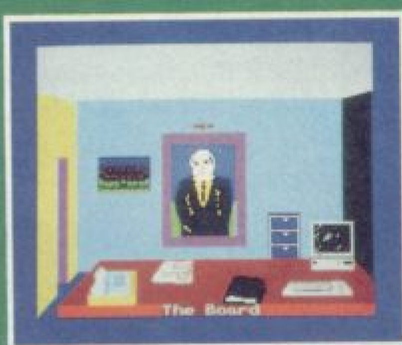
Want some verbal abuse? Want to be insulted and belittled by the press? Feel like signing deals, chewing cigars and slicing the half time lemons for a team of your choice? From behind your desk you must select a team, organise the training schedules of your minions, buy and sell players and organise times for the players to see the physiotherapist. Yes, the fun never stops in Football Manager 3.

The game is controlled by keyboard or joystick. You select your own keyboard controls for; up, down, left, right and two 'fire' buttons. One of these works as' Enter' (used to access an item), the other takes you 'back' a step.

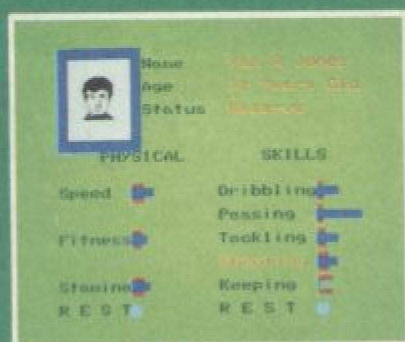




▲ Arsenal in the fourth division!



▲ The Managers office.

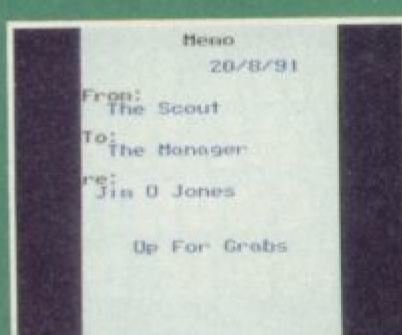


▲ Planning the teams training.

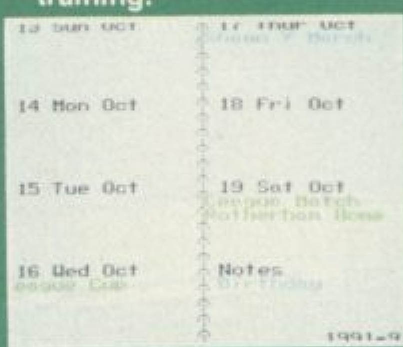


▲ Inside the filing cabinet.

There are eight items represented on the 'office' screen; the door (exit stage left!), team training (represented by a framed picture of the team) and the board



▲ The notorious Jim Jones is looking for a transfer



▲ The diary, to keep you up to date.

of directors (yet another framed picture of baldies on the wall). In front of you, on your desk, a telephone, a sheaf of memos, a diary and a computer, complete the list.

Footie Manager 3, like all football management sims, is a game of judgment rather than joystick juggling skill as you plan your team's career and guide the club, with some clever wheeling and dealing, to the top. Don't forget your copy of the Sun mind you!

Each player's skills and abilities are represented on a bar chart, by pressing on a particular skill and then pressing the 'right' directional key, you increase the amount of training that player undergoes in that particular skill. It is a slow job going through the whole team, picking out the particular skills needed by each individual player but this is the only way to field a tailor made (get it? Tailor... Taylor? Aggggh!) team.

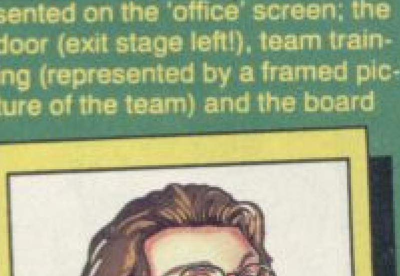
Sorting out the finances of the club is also a big job, you begin with an overdraft facility from the bank, with which to buy players. But remember that wages and expenses have to be paid too, so you mustn't leave yourself short. One of the best ways to make money is to buy cheap players, train them up to increase their value, and then sell them at a higher price. (It's slightly more glamourous than cattle farming).

In the filing cabinet are the club's records. There are files on each player, details of his contract with the club, its expiry date etc. Forgetting to renegotiate a contract will result in the player disappearing from your team. If this happens you will be sacked for fielding an illegal team.

There are also records detailing the clubs performance, matches played, scores, and its position within the league. There are other sources of information, on the desk is a pile of memos for your attention, these are from various people, eg. the trainer, the talent scout etc.

Graphics are o.k. But there's no sound to speak of. There is quite a lot of detail in Football Manager 3 but until you get used to it, the forwards-and-backwards menu system can get a little confusing.

Although this title breaks no new ground in terms of layout or presentation I'm sure many fans of football sims will want to add it to their collection. However, for what it is, Football Manager 3 does seem a bit pricey.



Alan

I'm not a fan of football sims at the best of times, so, being a practical lad I would spend the £10.99 on a brand new football and cut out the middle man. You gotta be seriously hooked on sims to consider this game!

scores

GRAPHICS	78
SOUND	N/A
PLAYABILITY	69
LASTABILITY	70

OVERALL 73%

Philip Lindey

A classic it ain't. It's difficult to get excited about Football Manager 3. For serious football AND simulation fans with good memories only. Otherwise you'll be completely frustrated.

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23

CHARTS

It's been a real battle this month as the big names fight it out for that SOFTWARE CITY Christmas Number One slot. At the moment it seem as though Steg the slug, despite an obvious anatomical disadvantage, has beaten the rest and slimed his way to the top. Meanwhile, The Dream Team, featuring WWF, T2 and The Simpsons is the top selling full price compilation. But that's hardly surprising! is it?

1	Steg the Slug	Codemasters	£3.99
2	Fun School 2	Hitsquad	£3.99
3	The Dream Team	Ocean	£14.99
4	Football Director 2	D&H	£3.99
5	First Division Manager	Codemasters	£3.99
6	Fun School 4	Europress	£12.99
7	Super Monaco G.P.	Kixx	£3.99
8	Mini Office	Alternative	£2.99
9	Match of the Day	Zeppelin	£10.99
10	Dizzy Prince of the Yolk Folk	Codemasters	£3.99

tell it to AL



MORE BOOBS

Hi Al. It's Chris again. Thanks for printing my my letter. Anyway in issue 130, in the preview of Slicks you said Codemasters, Out: Super Sports Compilation - which is obviously a mistake, don't try denying it. Along with the two mistakes I found in the earlier issue that makes three mistakes I have spotted so far. But wait, there's another... In Super Star Seymour you told us about Seymour Goes To Hollywood, Seymour's Wild West, Stuntman Seymour and Robotcop Seymour. But It's not called Robot Cop Seymour, it's called Sergeant Seymour which is yet another mistake! That's a total of four mistakes. Anyway I just thought I'd let you know that I've tied my brother to his bed with a load of copies of SU and he's staying there until he admits SU is better than YS.

PS. For spotting FOUR mistakes I think I deserve a little something.

PPS. (Can I please have a signed photo of Big Al' and Garth, thank you.)

Christopher Stephenson, Richmond, N. Yorks.

Aggh, young Chris strikes again. Not content with humiliating me once he returns to these pages with more abuse. Well this time you've got it wrong mate. For a start, Slicks is actually being launched as part of a compilation called Super Sports, it will not be released as a single title yet. Thus, when I said OUT: Super Sports Compilation NOV '92, that is exactly what I meant. As for the Robot Cop Vs Sergeant Seymour debacle. It's not my fault, honest! Codies couldn't decide on a name for it themselves which is why I got all confused. However I'm now reliably informed that it is in fact Robot Cop. Or maybe Sergeant! Anyway if you promise to keep your brother tied up until he does as you said and you also promise not to point out any more mistakes in my mega mag then I'll send you the offending Seymour items and no more will be said about it.

WHAT A SPECTACLE!

Dear Al. Who is Specman? You keep on saying that Graham Mason is your techie bloke but I saw a photo of him in the mag about six months ago and he wasn't wearing glasses at all. This proves that he can't be Specman.

Dave 'Dork' Witham, Boston, Lincs.

Dave, you are an imbecile and no mistake. Specman stands for Spectrum - Man. Now I'm not under any circumstances suggesting that Graham Mason is some sort of cyborg by using this term, I am merely saying that his knowledge of the Spectrum is quite vast and if you have any problems with the machine you can get in contact with him at the usual address.

HEY USA!

I have a mate in America who claims to have a Spectrum which wasn't made by either Amstrad or Sinclair. He says that it is from Timex and that it was very popular there. I think this is a load of rubbish because Timex make digital watches, not computers don't they? Is this some sort of Hobbit in disguise or something similar? Please tell me 'cos he said he wants to swop some games and PD software but he's either lying and has a Spectrum and just can't get the stuff there or what he has won't work on my beloved Speccy.

A worried internationally connected Spectrum owner.
Peter Shrive, Langley, Slough.

Well, in fact your friend is partly right! Timex did produce a Sinclair clone! It's by no means the same as your 'beloved' Speccy but there are close similarities and it will run standard Spectrum 48K software. It's not at all similar to the Hobbit though, except of course that they both owe their origins to our nearest and dearest, but it has an established user group in both the USA and Canada. I'm trying to find out as much information about it as possible so keep an eye out in the next few issues and I'll fill you in.

BOOOOOOOOOOOO!!!

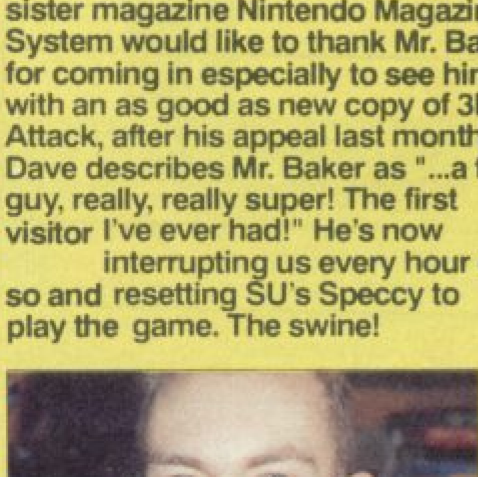
I'm having a big problem with my Spectrum at the moment. No-one likes it, not even my dad. The main difficulty is that there doesn't seem to be any games for it any more, none of my local shops stock them and I find it difficult to believe the reviews you give new ones each month because, unlike some of your readers, I can't imagine that software companies are still writing games for such an old machine. I love my Spectrum and I've had it for five years now but even my dad who used to be interested in adventure games on it has now abandoned it because he uses IBM computers at work and thinks they're better. I'm a student now and living in the real world and the Spectrum is clearly outdated. I can't afford another computer but as soon as I get the cash together (or my dad does hopefully) I will.

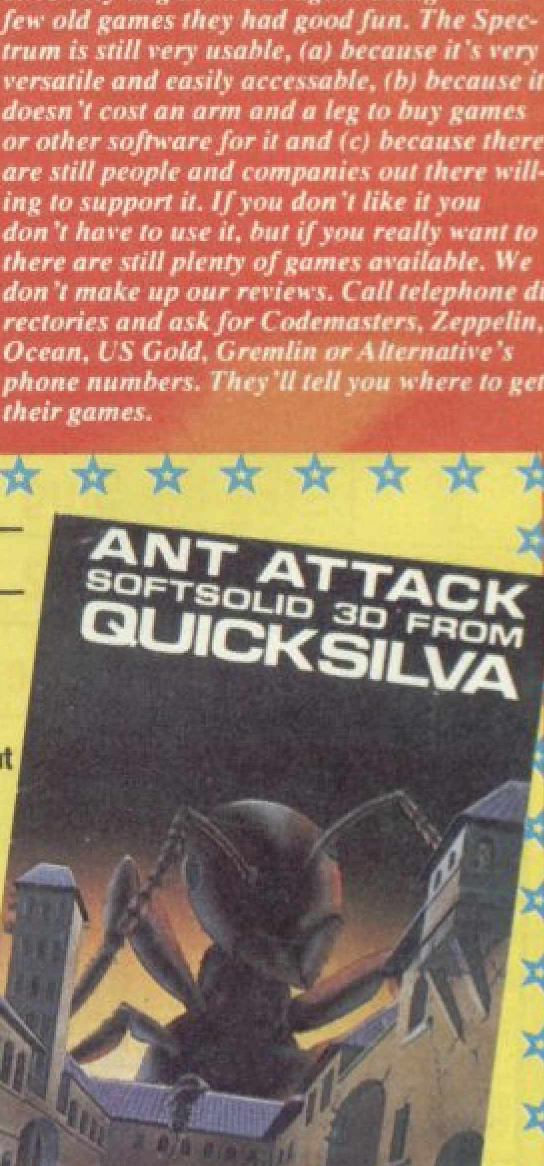
Luke Adams, Wootten Bassett, Wilts.

I don't mind constructive critisism Luke but your letter certainly doesn't fall into this category. Like it or not the Spectrum is a classic computer with hundreds of thousands of users and millions of owners around the world. Some people who've written to me didn't even realise they still had theirs, but once they dug them out again along with a few old games they had good fun. The Spectrum is still very usable, (a) because it's very versatile and easily accessable, (b) because it doesn't cost an arm and a leg to buy games or other software for it and (c) because there are still people and companies out there willing to support it. If you don't like it you don't have to use it, but if you really want to there are still plenty of games available. We don't make up our reviews. Call telephone directories and ask for Codemasters, Zeppelin, Ocean, US Gold, Gremlin or Alternative's phone numbers. They'll tell you where to get their games.

THANKS!

Dave 'Ugly' Kelsall from SU's little sister magazine Nintendo Magazine System would like to thank Mr. Baker for coming in especially to see him with an as good as new copy of 3D Ant Attack, after his appeal last month. Dave describes Mr. Baker as "...a fab guy, really, really super! The first visitor I've ever had!" He's now interrupting us every hour or so and resetting SU's Speccy to play the game. The swine!





HANNAH WHERE ARE YOU ?

Dear Suck Up.
Right that's it! I can't stand it any longer, I must have Hannah back on the pages of SU, I have just received some information about where she is now..... wait a minute..... WHAT?! Is that true? WAAA, Listen you have just got to help me, Hannah has just been kidnapped by the P.N.O.T.H.O.P. (The Psychotic nuts of the Houses of Parliament) so you just have to send me G-Lock (on disc) to get past our country's security forces and cue Hanna from the evil hands of the P.N.O.T.H.O.P.
Yours desperately,
Mr. BLAM - BLAM and ask questions later (junior), Ealing, London.

- *You have been misinformed Mr Blam - Blam (look! A double barrelled name) Hannah has not been kidnapped, she is in fact on a yak herding refresher course near the Paris - China border, awaiting further instructions from the ministry of ill-intents.*

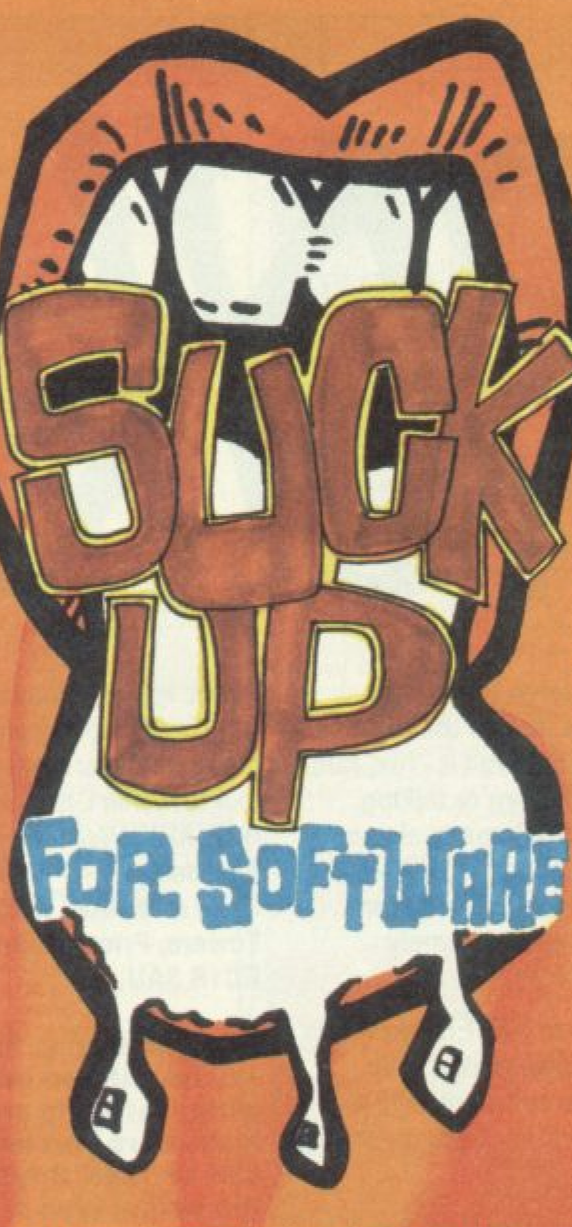
BEELZEBUB IS A SPECCY FAN! (OH NO!)

Salutations SU. Whilst sitting on my molten rock, playing on my asbestos plated Speccy +2A, a small fire imp touched my fave game Rodlands, sending me into a total killing frenzy.
I have (so far) murdered eighteen cherubs, four angels and a Valkirie and to put it bluntly I've been to hell and back in search of something cute enough to halt my killing. Rodlands or Yvette Nichols should do the trick. so please send one or both of the above to my earthly residence.
P.S. I'll curse you if you don't send them to me (and my curses aren't very nice).
Yours psychotically, Satan the Devil, Wolverhampton, S. Staffs.

- *Crumbs, the devil lives in Wolverhampton, he owns a Sinclair Spectrum and he wants to get his hands on Yvette Nichols. It's all to much to take in at once. I'll tell you what though Louis, SU has no truck whatsoever with devils, devil worshippers or even people who eat very hot chilli on a regular basis! Want something cute to calm you down? There's a bionic plastic duck in the post he ought to sort you out!*

ON A MISSION FROM CLIVE!

Dear SU.I was playing on my Spectrum a while ago, when the T.V screen clouded, and then appeared the face of the almighty one himself, SIR CLIVE SINCLAIR, I fell on my knees and groveled before him, Sir Clive said loudly, RISE LOYAL SUBJECT. YOU MUST STOP PRODUCTION OF SEGA AND NINTENDO, OR THEY WILL TAKE OVER THE WORLD! And disappeared. I can think of three ways of doing this
1. Buy the entire console business, burn it down and stop production that way.
2. Kill all the console makers and burn down the factories. (You've been watching Conan The Barbarian recently, haven't you?)
3. Show the head people at Sega and Nintendo the great gameplay of WWF, Helter Skelter or Smash TV and shame them



into stopping production, because consoles cannot match the gameplay of the Spectrum.
Now, I can't afford 1, I'll get into a lot of trouble over 2, so I'll have to do 3.
But I don't have any of the above games, and I can't afford to buy them, So please send me one so I can complete the task or face the wrath of Sir Clive Sinclair.
David Cooke, Wideopen, Newcastle upon Tyne.

- *In my opinion David, you have gone for the most boring of the three options and left yourself wide open to abuse. In fact the first two options show a degree of flair and imagination quite rare in a youngster these days. But just because they're carried out on the imaginary orders of the mighty Sir Clive doesn't mean you'd be above prosecution! Anyway, as for your Suck Up, if you're lucky I'll send you nothing but if you're really UNLUCKY I'll send you a copy of Santa's Christmas Capers for such a crud letter.*

DESPERATE DANIEL

Dear SU. One morning, I was going to play on my Speccy, having read my SU of course, so I went to get a game, when I found (horror of horrors) my little sister under a pile of tape! Zoe had successfully mangled SPACE CRUSADE! I went wild with rage, but I had nothing to vent my anger on as Zoe retreated to mum. In an attempt to calm myself, I decided to play HERO QUEST instead. Then disaster struck. My big brother (that great gallumphing oaf) stood on HERO QUEST, which was instantly reduced to powder (well what do you expect if 12 stone lands on a computer game?). That did it. I was reduced to a blubbering heap, I shall be confined to a padded cell if I do not receive HERO QUEST and SPACE CRUSADE in the post. PLEASE!

P.S. SU RULES.
Your devoted SU reader, Daniel Simpson.

- *Daniel, what kind of deranged, mindlessly destructive family do you come from? To have a tape mangling little sister is bad enough but to have a gallumphing oaf for a big brother as well is more than a bit unfortunate. Even if I did send you the above games I shudder to think how long they would last in that madhouse!*

TEENAGE TRAGEDY

Dearest SU. I have a problem that will bring tears to your eyes that makes ET look like a horror movie, here goes. I have been searching high and low, since the dawn of time for a game called Vera Cruz, but alas my local Spectrum dealer said unto me 'Nope never 'eard of it love', my quest ended in failure, I lost my job , my home, my husband (which is hard to cope with being a tender 14 years old). Anyway a thought occurred that those handsome chaps and intelligent chapettes will realise what a deserving lass I am. Please send me this preferably or any other Infogrammes software.

P.S. I have been buying your magazine since December 1984 and have come to the conclusion that S.U. is a jolly intelligent read, unlike that drivel heap Y.S.
PLEASE, Charlene Richardson.

- *With a tear in my eye and a lump in my throat what can I possibly say but yes, we are handsome and intelligent. You come across as quite a sensitive and levelheaded person, considering you've lost your home, job, husband and what not and if after all this, your biggest worry is Vera Cruz then you should rethink your priorities. But, although we couldn't get a copy of Vera Cruz and Infogrammes Speccy gear is a bit thin on the ground these days you have actually said the magic words. So, considering your name IS Charlene, a copy of Neighbours is winging its way to you.*

DOGGONE?

Dear Alan, I know where you live, I know where your dog lives. Now I know that technically speaking, this does not count as sucking up but what the hell. Here's the deal, send me a copy of 'Jimmys Super League'. If you don't (and believe me you should) I'll send you his other paw!
Alex 'Abatoir' Norton, Gangland, Manchester.

- *Oh dear, what a charming little letter, and what a nice colored crayon you chose to write it with. Its always nice to see a refreshing new approach to an old formula and you have certainly found an original angle. In fact I'm so impressed that I'm rushing a copy of 'Jimmys Super league' to you at this very moment. No, two in fact. You're welcome to them, and the dog too for that matter. You see I know where you live too and I also know that my dog's paw isn't made of plastic, and that anyone who wants to play Jimmy's Superleague has to be insane!*

ONLY JOKING!

Yes Big Al' really is a jolly japester, telling fibs about this being a blank page and all that. But then that's what Christmas is all about isn't it - fun, family and frolics. (If you don't know what we're talking about turn to the contents page). Christmas is also a time of giving and since Al' was so stingy with Suck Up prizes this month we've persuaded him to give some games away and make some lucky sod extremely happy in 1993.

Well here goes. We've managed to prize FIFTEEN games from scrooge's grasp (Garth held Al' down while Yvette tickled him and Philip made off with the software). And one of you lucky devils will get your hands on them if you go about it the right way!

All you have to do to win FIFTEEN Speccy games from Big Al's private collection is send us in a photograph or drawing of something festively funny which happened to you, your family, your Spectrum or a cute pet during the Christmas hols.

Make sure you let us know whether you have a 48K or 128K Spectrum or we might send you the wrong type of game. All games will be on cassette, so don't ask for disks!

Send in your lovely photos/drawings, complete with a description of whatever's happening in them and also tell us what your favourite Christmas present was - BEFORE 22nd JANUARY. We'll be picking a winner on that very date, so don't delay.

Send all entries to: FIFTEEN GAMES PLEASE AL, SU Towers, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Al's decision is final and any correspondance will be entered into, especially if it's incredibly witty, flattering and complementary.
Make sure you let us know whether you have a 48K or 128K Spectrum or we might send you the wrong type of game. All games will be on cassette, so don't ask for disks!

The winning entry will be printed in the March 1993 issue of SU (out February 18) but he/she will have already recieved the software by then! Any other entries printed in that issue will each recieve a copy of Codies' superb Super Star Seymour compilation.

BACK ISSUES

Well it's the end of yet another year, and as we turn the corner intq 1993, lets take a moment to look back at what's been in and on SU in 1992, just in case you missed out on anything important.

No. 119. January '92
Cover - Double Dragon 3
Great 8 - Shockway Rider.

No. 120 February '92
Cover - Space Gun
Great 8 - Sweevo's World.

No. 121. March '92
Cover - Robocop 3
Great 8 - Lords of Midnight.

No. 122. April '92
Cover - Steg
Great 8 - Doomdarks Revenge.

No. 123. May '92
Cover - Indiana Jones
Great 8 - Rollercoaster.

No. 124. June '92
Cover - Gary Lineker
Great 8 - Battleships.

No. 125. July '92
Cover - Grell and Fella
Great 8 - Lone Wolf.

No. 126. August '92
Cover - Mega Sports
Great 8 - Gothik/
Icon Graphix 48K.

No. 127. September '92
Cover - Popeye
Great 8 - Night Run/
Icon Graphix 128K.

No. 128. October '92
Cover - Wild West Seymour
Great 8 - Henrietta's Book Of Spells/
Icon Graphix Fonts.

No. 129. November '92
Cover - Super All Stars
Great 8 - Gunpowder
Treason and Plot.

No. 130. December '92
Cover - Street Fighter 2
Great 8 - Emlyn Hughes
Arcade Quiz.

If you've missed any of these yummy lovelies and you want to get your hands on any of them the address to contact is:
The Back Issues Dept. P.O. box 500 Leicster, LE99 OAA or give them a ring at 0858 410510
Back issues cost £2.50 in the UK and £3.50 overseas.

FREE! ZOOL



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TOTAL VALUE OVER £265

Silica are pleased to offer THE Software Pack of the Year FREE with every Amiga purchased at normal Silica prices. It includes the sensational new title ZOOL which has received rave reviews as the most original game ever seen on the Amiga.

ZOOL - "Knocks the socks off Sonic." - 97% - *Amiga Computing* - Nov '92

STRIKER - "Footballer of the Year - and no mistake ..." - 94% - *CU Amiga* - June '92

PINBALL DREAMS - "It's quite simply superb" - 94% - *AUI* - Sept '92

TRANSWRITE - Premier word processor (UK version) with a 90K spell checker.

Plus, with every Amiga from Silica, we will give you Photon Paint 2 paint package and GFA Basic programming language. A total of over £265 worth of free gifts.

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2Mb RAM

FREE! ZOOL PACK + MORE! - SEE ABOVE

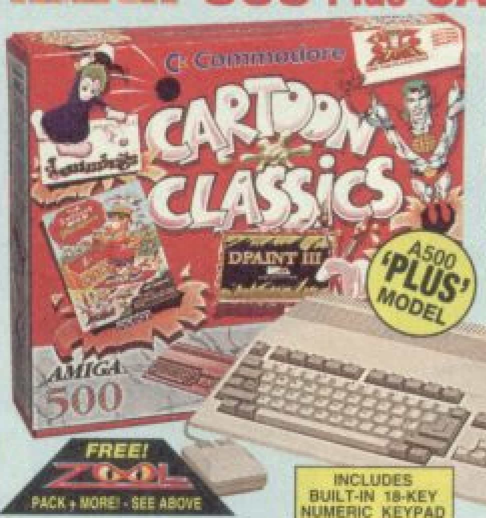


- Motorola 68020EC Processor
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NEW! AMIGA 600 PACKS

WILD, WEIRD & WICKED



The Wild, The Weird and The Wicked (WWW) is the title of Commodore's new Amiga 600 games pack. Priced at £349, it comes complete with Amiga 600 computer and mouse, plus a range of high quality entertainment software. For pack contents, plus a list of the FREE gifts from Silica with every Amiga 600, see the chart on the right.

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EPIC 'HARD DRIVE' PACK



For the more serious user, the £499 Epic Language Pack is based around the A600HD, the A600 with 20Mb hard drive. It includes challenging adventure games and software for the linguistically minded! Details are shown on the chart on the right along with a list of the FREE gifts from Silica with every Amiga 600 purchased.

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EPIC - A Sci-fi adventure. Can you guide a space fleet across the solar system?	-	-	£29.99
ROME - Your goal is to become Emperor in this role playing adventure	-	-	£25.99
MYTH - Can you stop the spread of evil and question the judgements of the gods?	-	-	£19.99
TRIVIAL PURSUIT (in 3 languages) - The great trivia quiz game for the Amiga	-	-	£29.99
WORD PROCESSOR + DICTIONARY (in 5 languages) - For creating documents	-	-	✓
1 YEAR ON-SITE WARRANTY	✓	✓	✓
PLUS! - FREE FROM SILICA			
ZOOL PACK - Four top Amiga titles - see panel above	£127.92	£127.92	£127.92
PHOTON PAINT v2.0 - An art package with numerous features & special effects	£89.95	£89.95	£89.95
GFA BASIC INTERPRETER v3.5 - A language for programmers of all levels	£50.00	£50.00	£50.00
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YOURSELF

HOW TO OPERATE CASHBOOK, PAGE SYSTEM WORD PROCESSOR AND INSTANT RECALL

On last month's Great 8 we gave away three home/business software packages to help you keep accurate records and organise yourself in the hustle and bustle of modern life. This month SU's own PHILIP LINDEY (Captain Organised) takes you on a rollercoaster ride through using them....

ORGANISE

CASHBOOK

The time has come to empty your pockets, dig all the loose change out of the back of the sofa and take account of yourself. At last you can throw away all those scribbled on Visa envelopes and raggedy old chocolate wrappers as SU takes you through Cash Book, featured on last month's Great 8.

The purpose of this piece is to help you find the best way to tailor the Cash Book to your needs. You may wish to use the Cash Book to keep records of what you have spent and what you spent it on, or you may wish to use it as a budget planner to help you forecast your future income and expenditure.

We will begin by putting some entries into the cash book. Press EDIT/ESC to get to the main menu and then press the cursor down to select ADD ITEMS and then press ENTER. You will be asked to confirm that you want to add items, once you have done this you will be prompted to enter the details of the transaction.

When asked for a code for the transaction, you only have room for two letters so to make things simple I suggest you take a piece of card or paper and make a list of what your abbreviations mean then affix it to a convenient place near your Speccy.

It is possible to make two separate cash books, one, for example could be your



▲ A seperate cash book for edibles, note that all of the items are unmarked.



▲ Selecting PRINT UNMARKED from the Printing Options to print the food items.

PAGE SYSTEM WORD PROCESSOR

Put all those torn envelopes and cigarette packets in the bin. No more writing notes on toilet paper! It's time to take your inane scribblings into the computer age.

To begin with here is a list of the functions and the relevant keys:

ENTER -	Newline
EXTEND MODE -	Tab key
TRUE VIDEO -	Previous page
INV VIDEO -	Next page
EDIT -	Go to page
GRAPH -	Graphics mode
SYMB. SHIFT + F -	Centre text on line
SYMB. SHIFT + S -	Set copy
SYMB. SHIFT + Q -	move copy position left
SYMB. SHIFT + W -	move copy position right
SYMB. SHIFT + D -	Copy line
SYMB. SHIFT + A -	Return to menu

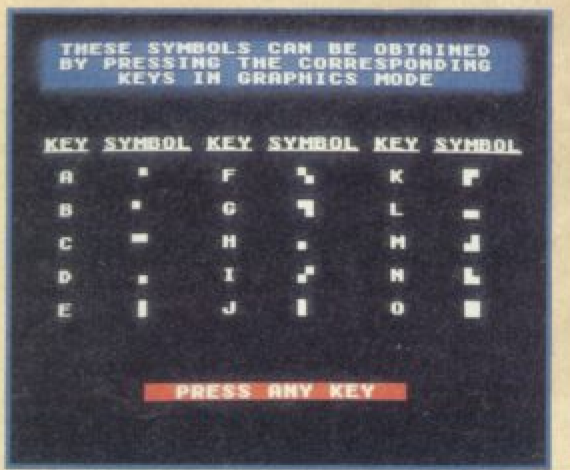
From the Main Menu select the first option EDIT, think of a good beginning, (Actually since the word processor is so easy to use this is the hardest bit) here are some helpful hints:

'It was the best of times, it was the worst of times...'

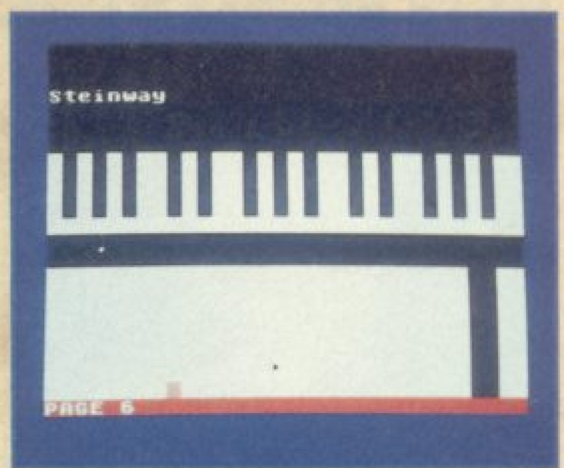
'Sept 3rd, 1939. The last minutes of peace ticking away. Father and I were watching mother digging our air raid shelter. 'She's a great little woman' said father.

'Mother, have you heard about the summer holidays yet?' said Julian, at the breakfast-table. 'Can we go to Polseath as usual?'

Yes it's your chance to write that great book we're all supposed to have inside us, courtesy of your Speccy. But that's not all folks, each page of your text is treated like a file in a data-base so you don't have to wade through yards of text to get to the bit you want to work on. The pages are already set up and numbered, by simply pressing EDIT and entering the page number required, that page comes to the screen.







To move forward or backwards through the pages use INV SCREEN and TRUE VIDEO respectively. Once you have entered some text try moving it about the page. Text can be moved left or right or centered on the page, perfect for those important documents. See controls for the relevant buttons.

The graphics mode allows you to create anything from simple borders around the text to intricate designs. Page one of the word processor (the first thing you see once it is loaded) is a demo of the graphics, you can either doodle around with it some more or clear the page and start from scratch.

There is a selection of white block shapes to play with, but remember, by using the delete function it is possible to create black squares on a white background. You will also find that once you have placed a character, the cursor does not move a space to the right as it does with text, the next character can be placed to the left or right, above or below the preceding one. The best thing to do is to spend a while with it and check out the possibilities, you'll be surprised!



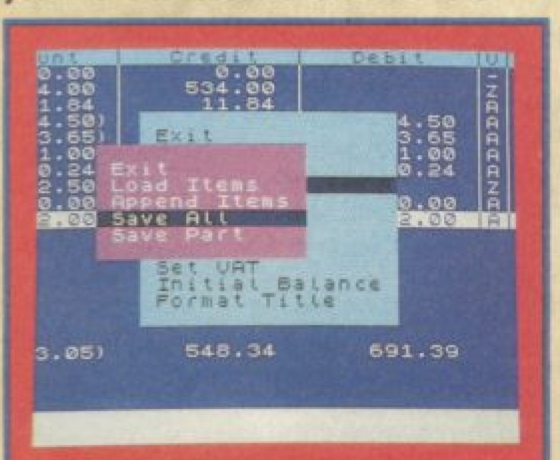
home or personal accounts, the other could be business accounts. After you make an entry it may be 'marked' it by selecting MARK ITEM, UNMARK ITEM from the main menu. Remember to leave the cursor on the correct item before you go to the marking options. The mark is a '>' symbol to the left of the entry.

The seventh item on the main menu is DISPLAY ALL, DISPLAY MARKED, DISPLAY UNMARKED. This option allows you to display all the transactions together, to display just the marked transactions or just the unmarked ones. Using this you can decide to mark all of your personal transactions and display them separately from your unmarked business transactions.

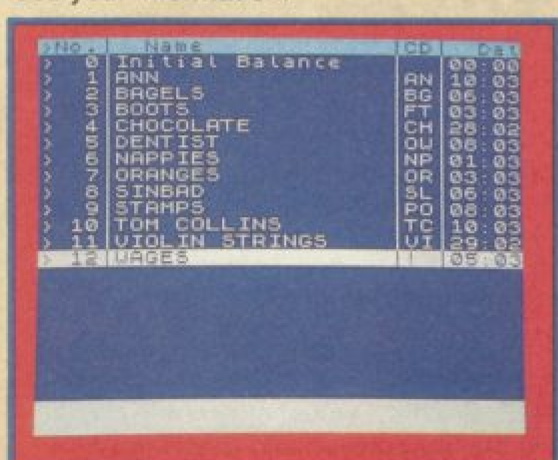
There is a column in the cashbook for VAT. As the current rate is now 17.5% you'll have to reset the rate but this is very easily done. Go to SET VAT in the main menu change the rate to the one you want then assign a letter to it. Once you enter an item in the cashbook with a VAT code the amount is automatically calculated. Another interesting use for the VAT column is in working out commission or interest or anything else which involves percentage calculations.

On the other hand you may not want to use the VAT column at all, if not then simply go to the main menu, select FORMAT TITLE and it will be removed. You can in fact do this with any of the items in Cash Book.

You will be able to hold about 700 entries in the memory of your Spectrum, but remember that before you switch your computer off you must save your cashbook to either tape or to disk, otherwise you will lose your information.



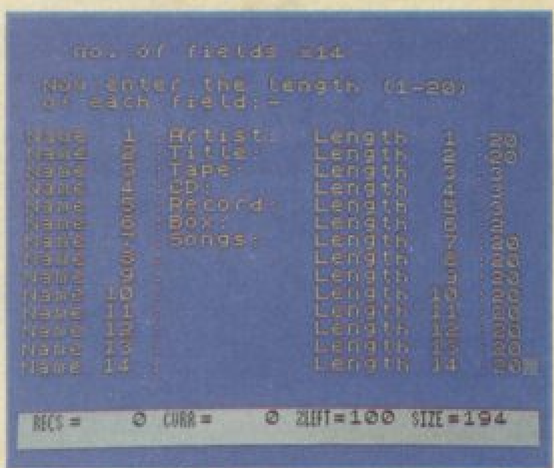
▲ When saving to tape or disc you may save all or just part of the cash book.



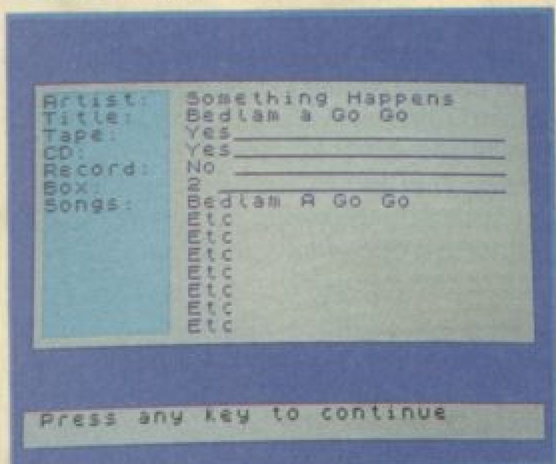
▲ A temporary sort to place all the items in alphabetical order.

ORGANISE YOURSELF CONT.

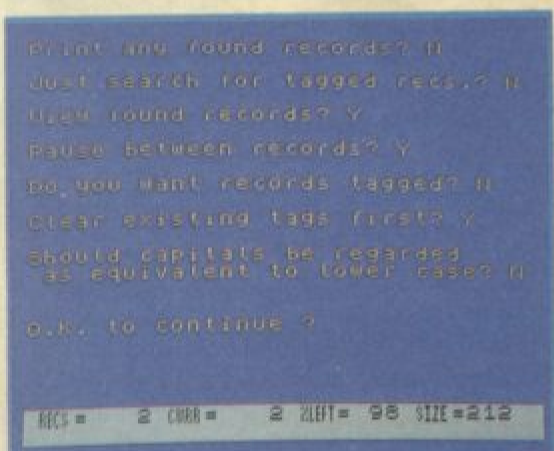
INSTANT RECALL



▲ This database is for Big Al's record collection, leave plenty of fields for the tracks on each album.



▲ You can now instantly recall all the information on any album or albums including where it's stored.



▲ Finding records. This screen allows you to find and sort tagged or untagged database records.

SEARCHING THE DATABASE & PRINTING REPORTS

INSTANT RECALL can locate and display particular records very, very, quickly. Select option D from the main menu. One feature that makes INSTANT RECALL's searching facilities particularly powerful is the use of tags. To help understand how tags are used, imagine that you are using an old-fashioned card index system. INSTANT RECALL uses tags in much the same way as an index card, to identify a group of records within the main database. You don't need to use tags at all, but once you become familiar with INSTANT RECALL, you'll probably find all sorts of uses for them!

If a record has been tagged, the record number is followed by an asterisk (*) whenever the record is displayed. Before a search can begin, INSTANT RECALL needs to know what you are looking for, and what to do when it finds it! All you need to do is answer a few simple on screen questions:

PRINT ANY FOUND RECORDS? - If you press Y, the record(s) found in the search will be printed automatically.

JUST SEARCH FOR TAGGED RECORDS - If you answer yes to this question, INSTANT RECALL will skip the rest of the options and display or print all tagged records.

VIEW FOUND RECORDS? - press Y if you want records satisfying the search criteria displayed on the screen.

PAUSE BETWEEN RECORDS? - press if you want time to examine all of the tagged records.

DO YOU WANT THE RECORDS TAGGED? - answering yes to this question will cause all records found to be tagged.

CLEAR EXISTING TAGS FIRST? - answer no to accumulate the results of several searches.

SHOULD CAPITALS BE REGARDED AS EQUIVALENT TO LOWER CASE? - your answer to this question determines whether, for example , Terminator is considered to be the same as terminator and TERMINATOR. If you answer N then these are all considered different.

Finally, a blank record will be displayed which you can fit in with your search criteria. Any field that you leave blank will be disregarded. Normally you will not be looking for an exact match, but you will wish to find alternative spellings etc. INSTANT RECALL can search intelligently. Use the <, >, =, *, and ? symbols to search for ranges, for example:

NAME: a* - finds every record in which the name field starts with an a

NAME: Sm?th* - would match any character in the 3rd position and anything from the6th position onwards - Smith Smyth, Smythe, Smythe-Jones etc. would all be matched.

NAME: *son - would find Robinson, Johnson etc.

NAME: *ob* - would find Robinson, Roberts, object etc.

NAME: <Smith - finds every record with a name that comes before smith alphabetically.

NAME: <= Smith - Finds every name that comes up to and including Smith

NAME: >Jones - finds every record with a name that comes after Jones

NAME: <>JONES - finds every record with a name other than Jones

The ? symbol will match any one character, whilst the * symbol can match any number of characters.

Digits (0-9) are considered to be less than (<) letters. If capital letters are not considered equivalent to small letters (see above) then they are considered less than small letters but greater than digits:

Digits <Capitals < Small Letters

When the search criteria have been entered the search will take place. If automatic printing or automatic tagging has not been selected, you will be given the options of printing or tagging records which satisfy the criteria.

MORE ABOUT TAGS

Tags can be used to group together records which satisfy totally different criteria. For example, it would be impossible to produce a report containing the names SMITH and JONES using only the <,> , =, * and ? operators. However, we could print such a report using the following three searches:

1. Do not print records

Tag all found records

Clear tags before search

Search ALL records for surname SMITH

2. Do not print records

Tag all found records

Do not clear tags before search

Search ALL records for surname JONES

3. Print all found records

Search TAGGED records for any match

SORTING THE DATABASE

Very often it is useful to be able to sort information in alphabetical or numerical order. INSTANT RECALL's SORT facility allows you to do this - select E from the main menu.

You will be shown a list of the fields in a record and asked to select the one with the highest priority, ie. the one most important to the sort. Eg. a title or name. Next you must select the order of the sort. An ascending sort will put records into numerical and alphabetical order (0-9, A-Z). A descending sort will put records into the reverse order.

INSTANT RECALL will sort on up to three fields (any three fields), so that if two or more records have the same first

field, they are sorted according to the second field. If they have the same first and second field, they are sorted on the third field.

Although it is useful to be able to sort the database into order, each time you sort it the record numbers will change. If you wish to keep the same record numbers, you should save the database to tape or disc before sorting.

SAVING OR LOADING THE DATABASE

Because the entire database is held within the computers's memory, you will never be slowed down by the speed of the tape or disc when you are entering or updating records. However, you must save the database to disk or tape before switching off the computer, otherwise any amendments or additions will not be recorded.

Select F from the main menu to save or load a database, then C to LOAD or B to SAVE. When you load a database any information in the computers memory will be lost - so if you select the load option before saving the data in the memory you will be warned, and asked to confirm that this is what you want to do, Press N if you have made a mistake, or Y to proceed with loading. It is a good idea to label cassettes with the saved files names.

If an error occurs when you are loading, saving or cataloging a BASIC error message will be displayed. Press ENTER to clear the message, then type RUN to re-enter the program with all your data intact.

SETTING UP PRINTER OPTIONS

Item G in the main menu allows you to define how records are printed, because although records are always displayed in the same format on the screen, INSTANT RECALL allows you to print them in any way you like.

If your database contains names and addresses then you will probably want to print address labels. However, records can be printed out in any format you like - for a report you might want to print the whole record on one line.

When you select G you will be asked a series of questions. The current (default) setting is displayed in each case. You can press ENTER to accept the default value or alter it to your own requirements.

USE PRINTER FORMAT 1 OR 2? - for convenience INSTANT RECALL can remember two different formats. Typically one might be for labels, the other for reports. enter 1 or 2.

NO. OF LINES PER LABEL - the label size (or paper size) can vary from 1 to 72 lines. Enter the number of lines between the top of one label and the top of the next, this will usually be one more than the number of lines you can print on a label, because of the gap in between. If you are printing a report, rather than address labels you will usually want to have more than one record per page. In this case you must give as the label size the number of lines between the start of successive records.

PRINTER WIDTH? - most printers have an 80 character line, but the program can cater for shorter or longer lines.

START POSITION - this determines where the first character of each label is printed. A value of 1 means that each line begins as far to the left as the printer will allow.

LINE FEED REQUIRED? - some printers automatically feed the paper between the lines, others wait for the computer to send line feed character. If you answer this question incorrectly the output will be either double spaced or on one line.

LABELS ACROSS PAGE REQUIRED (1-4)? - computer labels come with up to four labels in a row across the page. You might also want to fit more records onto each page of a report by putting two or more side by side.

PRINT FIELD NAMES? - the answer to this question determines whether or not field names are printed alongside the field contents on the output. Whenever a record is displayed on the screen, the name is printed alongside each field. However, when you are printing out information you will often not want to print the field names.

PRINT ANY BLANK FIELDS? - if a field is blank, should a blank line be left?

DO YOU WISH TO OUTPUT ANY BYTES TO THE PRINTER? - if you answer Y to this question you can enter a list of ASCII codes which will be sent to the printer every time printing starts or restarts. Enter 0 for unused characters.

DEFINE £ sign? - many printers do not normally print £ signs. Answering Y allows you to enter up to 8 bytes which will be sent to the printer each time a £ sign is encountered. This is sufficient, for example, to swap character sets on many printers. Set unused bytes to zero.

LABEL OUTPUT FORMAT

If you want to print each record in its entirety, with one field per line, and in the same order as normal, press ENTER in response to each question, However, you can totally re-organise the data if you wish, leaving out some fields, repeating others, including two or more fields on a single line, or inserting blank lines in the middle. The plain format might look like this:

Mr.
Gallic
Burp
Weeping Willows
Cromer
Norfolk
B/day 8 Mar

The format below would give quite a different result:

Item 1 is Title	:1 ;
Item 2 is 1st Name	:3 ;
Item 3 is Surname	:2
Item 4 is Street	:4
Item 5 is Town	:5 ,
Item 6 is Postcode	:6
Item 7 is (END)	:0

The default value for each item is the field with the corresponding number. To accept the default press ENTER, or else type the number of the field you wish to appear in its place, then press ENTER. Now type a semi-colon (;) or a comma (,) if you want the next field to be printed on the same line. Otherwise just press ENTER again to move onto the next field. When you have entered all the fields you have printed, enter 0 for the next item.

If you type a comma the field is printed in full - including any spaces at the end; if you specify a semi-colon then the next field is printed immediately afterwards, with one space only in between. To remove a comma or a semi-colon, type in the field number alone.

The following example shows an address label that might be produced by the output format above:

Mr. Gallic Burp
Weeping Willows
Cromer   Norfolk

Note that the title, First name and Surname are on the same line with just one space in between, whereas the town and county are separated by several spaces (the town field has a maximum length of 12 spaces in our example).

ALTERING RECORDS

Unlike most database programs, INSTANT RECALL allows you to change the structure of records after you have set up the database and entered data. Select option H from the main menu.

Altering The Length of a Field

Select B from the sub-menu and then enter the number of the field you wish to change. Remember that if you shorten a field information contained in that field may be truncated.

Add An Extra Field

Select C from the main menu followed by the number of fields in front of which you wish the new field to be inserted. To insert a new field at the end of the record type a number one greater than the number of existing fields. For example, to insert a field at the end of a record with eight fields type 9. Remember though if you add or remove a field the printer information may need updating.

Remove a Field

Selecting D from the sub-menu allows you to remove a field from each record. Take care as this option is irreversible!

Rename a Field

To rename a field select option E, then enter the number of the field you wish to change.

DATABASE STATISTICS

Most of the time that the program is running the total number of records in the database, the current record number, the proportion of memory still unused (shown as a percentage), and the record size are displayed at the bottom of the screen.

Phew, what a database. We hope that you'll be able to use all three of these packages to make your life a little easier. Big Al' is still using his sweet wrappers and envelopes as reminders of everything, but the rest of the SU crew have all gone electronic. Go for it.

Sorceres

Greetings, mortals. Owing to the failure of my crystal Ball (had to pop it in for it's annual Ministry Of Prediction test, otherwise known as the MOP). I am unable to see what the weather is like as you are reading this. Perhaps rain is lashing down and you are lurking in the corner of a shop, trying to avoid the eye of the security guard who has been watching you for the last five minutes. In that case don't look round, just buy this magazine or else!

By now you are perhaps reclining in your bedroom, reading by a friendly light while outside the wind howls in the black of night and sinister creatures (probably friends of mine) shuffle menacingly at the bottom of your garden.

Or it may be a sunny afternoon, Des Lynam is in good voice, and all is well with the world.

Whatever situation you might be in, I can tell you that right now, as I am writing it's absolutely *$*&&***! freezing. The central heating in my cave is about much use as a balsawood barbecue (which come to think of it, would be significantly warmer) so I'm off to summon up a cup of lizard's coffee to warm my hands before carrying on.

Aha! That's better, now let's see what we've got for you. I notice that Adventure-link, the tape based fanzine that reads like an adventure (go north for one thing, go east for another, and so on) is still thriving at a mere £1.50 per copy. Monies made out to Alec Carswell, by the way, who insists on calling himself Doctor Dark. His address is (apparently we missed out the number six months ago so watch out typesetters!) 16 (sixteen) Montgomery Avenue, Beith, Ayrshire KA15 1EL.

The fanzine covers just about everything related to adventures and Spectrums, including all the major utilities (GAC, PAW, etc, you know the ones I mean) a multitude of hints, tips and reviews, solutions and just about everything you would expect to find in an ordinary fanzine.

However this is not the only enterprise that Alec Carswell is getting involved in. He is also the brains behind a company called 'Venturesoft' (which is presumably nothing to do with a public house called the Venture, which I, of course have never been in!), something he describes as 'the new software company for Spectrum adventures'. He is writing two original games for this label himself, and is also on the look-out for 'both old and new adventures' from others to start off his label in style.

So, if you've written anything which you think might be of interest to the good Doctor Dark, why not send it along and, if it gets accepted, negotiate a contract? Alec promises to playtest everything that comes his way, and if it is unacceptable then he will send it back to you with a list of helpful suggestions. It sounds like a good idea to me.

Another interesting address is 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX. None other than Zenobi Software, with news of two new games for 48K/128K beasties.

The first game is called Urban, and it begins at the end of the week. Friday night, your boss has just given you a telling off, it's three weeks to payday, you're broke and you really fancy a good night out. Only one thing for it... dress up right and treat yourself to a cheap night at 'Steve's Club'. It's a strange place, built on evil land, so your Uncle Roger tells you. Many's the witch had been burnt there at the stake and all that.

Still, what do you care for such nonsense? all you've got to do is get into the place, find some money for the drinks and enjoy yourself. Mind you, once you get in, you may never get out again...

The other game is called Time Warrior, and it's a game with a difference. Not a straight forward text adventure game, although text commands can be used. It's more in the style of a D & D game, and features a Dungeon Master.

You'll spend a lot of time talking to characters and forging alliances as you seek out who is responsible for the evil in the land and attempt to get rid of it. So something different for a mere £1.99 (or £2.99 if you want the accompanying book). Urban also costs £1.99. Are you up to the challenge? There's only one way to find out... BYEE!

Hints Club

ESCAPE FROM HODGKINS MANOR: (From the start):

X chauffeur (he is French) w, x graffiti, wait (axe is thrown over the wall), get axe, e, n, x salesman (conman selling disc drives), x porch, x step (welcome mat), lift mat, x catch (open), close catch, open door. N, x Mrs. (looks like she's seen a ghost), x stairs (rotten), n (not with dirty hands!), e, s, x basin. Get soap, wash hand, n, n, x cook (reading a book). X shelves, x tin, get nails, x table, get knife, x knife, (will cut anything). N, x butler (absent minded), get croissant, s, s, e, n, x lectern - get Bible... To be continued.

EYE OF BAIN (From the start):

Lift pole, get pole, get dagger, get net, go hole, e, throw net, examine hive, get honey, w, s, free man. Get post, e, get stone, break chain, drop stone, w, s, w, jump ravine, go hut, get axe, e, jump ravine, drop post, e, cut undergrowth. Drop axe, get bucket, drop pole, n, w, fill bucket, w, w, drink. N, n, n, fill bucket, go tent, throw dagger, examine girls, get ruby, examine ruby, examine tapestry. Go hole, dig, drop shovel, get worms, go cave, give honey, go tunnel, throw worms, examine net, get cross... To be continued.

THE HOBBLE HUNTER (From the start):

Follow dwarf, exam dwarf, get coin, search dwarf, get key, n, get carrot, e, n (ignore pencil), n, e (ignore saw blade). Se, n, get lamp, s, w (ignore hanky), enter inn, e (it is now night), get sandwich (the landlord lights your lamp). Eat sandwich, e, get pie, exam Hobble (he wants a beer), w, say to landlord 'give me beer', pay landlord, get beer, e, give beer to Hobble (he sings a rude song about the landlord and gets knocked out). Get parrot, w, (the parrot starts talking), w, n, e (more parrot talk), n (more talk), give carrot to pony, mount pony, get turd. S, nw, s, se (Elmaron appears, says a few words and vanishes)... To be continued.

THE SHREWSBURY KEY (From the start):

N, examine bin, take money, buy ticket, n, show ticket, open door, climb in, sit (train moves off and stops at Leeds to unload mail - a crowd of drunks board the train), wait (thrown off at Huddersfield). E, drop ticket, take card, ne, examine graffiti, sw, e, e, get book, read book (it's about learning to drive a car), drop book, sw, examine bin, get sneaker, w, nw, s, stop car (a car stops and takes you to Oldham). S, in, give sneaker (shopkeeper eats it?!), get trowel, out, n, n, nw, s, w, break, e, in, get record, in, w, w, n, play record... and you can listen to the clue in the lyrics until next time!

THE SLAUGHTER CAVES (Some objects and their uses):

Use the torch to burn the mummy - tie the rope to the stalagmite - fill the bucket with water to give a drink to the prisoner, and use it to carry cold rocks to throw at the fire demon. Use the pot to wedge open the door in the rectangular room - give the bone to the dog - close your eyes before uncovering the cage containing Medusa - hold the mirror in front of you before looking at Medusa. Throw the cold rocks at the fire demon - the key unlocks the door from the room where you fight the gladiator - use the sword to kill frog and beat off the beetles... to be continued.



Getting you Started

THE MENAGERIE

(from where we left off):

Press orange, e, ne, drop caterpillar (which disappears into a tunnel and throws some coal out). Get coal (you now have all the items necessary for making a snowman). Sw, w, w, press yellow, e, e, se, e, scan alien (Ilkie), say to Ilkie 'Hello' (he's lonely). Make snowman (Ilkie gives you a Null-g harness), get harness, wear harness, w, nw, w, w, press orange, e, e, e, ne, e (can only cross floor wearing harness). E, exam stones, squeeze, bloodstone... and that is the end of that!

PRIDE OF THE FEDERATION:

(From where we left off):

Get crowbar, s, e, e, open case with crowbar (there are ball bearings in the first case you open). W, w, open case with crowbar, get fork lift truck, e, n, e, open case with crowbar, drop crowbar, put heat exchanger on yellow truck. W, s, w, n, n (the yellow truck is too wide for the lift doors), get heat exchanger off truck, drop truck, push button, w, push button, w, s, s, push button, e, push, button. E, e, e, e, ne, get truck, sw, s, w, nw, w, w, push button, w, push button, w, n, push button, e, push button, e, e, examine magazine ('next please'), s (droid now tells you result of post-mortem on dead alien, which is that they are susceptible to low temperatures and die if it gets below 5 degrees Celsius!). E, get watch, examine watch, (transmits signals allowing access to restricted areas), wear watch ... to be continued.

THE GREAT PEEPINGHAM TRAIN ROBBERY

(from where we left off):

Go to bar, wait until 9.00, give crowbar to station master, get can, take station master to garage, station master leaves plank, west, fill can, return to inn, get cider, balloon, habit, can and cheese. Return to jetty, enter boat, open hatch, south, fill tank, n, close hatch, start engine, drop can. Wait (four times), leave boat, west, nw, get nuts, return to boat, tramp. Leave boat, follow tramp to abbey, ne to tower, drink cider, inflate balloon, get aqualung, wait until blown back down, find monk (in abbey). Give nuts, monk give me key, from courtyard - go n, n, w... to be continued.

SALVAGE

(From where we left off):

Take crystal, exam crystal, note 27, w, drop tongs, drop suit, take pass, w, s, w, s, s (cinema), feed monster (he eats the food and runs away), s, take torch, n, n, n, w, s, s (research centre). Light torch, s, exam computer, type run (display reads'the numbers are not what they seem. The 1st is the position the last is seen'.) N, n, n, e, s, s (cinema again), e, note 59, s, e, e, n, n, exam console (enter five digit number), enter 17639... and jolly well done!

SINBAD AND THE GOLDEN SHIP

Part 1: (From the start):

Swim north, u, search ship (you find a rope), get rope, e e, search cabin (you find a map), get map, exam map, drop map, w, u, sail east, sail east (the ship can't reach the island now), dive, swim east, s, exam chest, get axe, hit chest with axe, open chest, get lamp, s (meet old man who asks you to carry him and he'll help you across the quicksand...) carry man, s, s, w, (old man turns into a merman)... to be continued.

Letters

Andrew Linsley, from Chelmsford in Essex, writes: I've been stick in 'Alien Research Centre' as long as I can remember. Every now and then I'll get the game out and load it up, but something always seems to defeat me somewhere in this good but infuriating game. At the moment, I find myself unable to escape the unwanted attentions of a being known as a 'Vapour-Wraith'. Can you give me some idea how I might remove it from my presence?

* ***Vapour-Wraiths? Pah! a mere bagatelle, that's your average Vapour-Wraith . Having made sure that you are wearing your void suit and holding on to the hand rail all you have to do is open the air lock and let nature take its course. The void suit prevents you dying from lack of air, and the hand-rail prevents you being sucked out into space. When the Vapour-wraith has gone, close the lock and THEN let go of the hand-rail!***

Paul Davies, from Anglesey in Welsh Wales, writes; I've been splashing about under water trying to find the Treasure Of Santa Maria, and not getting very far. I'm even thinking of taking up playing arcade games again (perish the thought, dear boy!) But perhaps you can save me. I'm exploring the wreck, and every time I try to enter the captain's cabin an enormous octopus appears. It doesn't attack me, because it isn't big enough to get out of the cabin, but it fills up everywhere with ink so that you can't see anything. Is there any way of perhaps distracting the octopus , or killing it, or...

* ***Paul continues coming up with wrong suggestions for some time but never fear, I can tell you! His main complaint, namely the octopus, is easily solved. Earlier on in the game, not a million miles away from a desk, you will find a bottle. This bottle contains ink remover. If you fill the syringe with ink remover you can then take it down with you and squirt it when the octopus appears, thus removing the ink and allowing you to see. Don't you just hate solutions like that Paul?***

Bob Davies (hello another one! From Cardiff, writes; In the cute little game (cute little game?! if you say so, me dear) 'Once Upon A Lily Pad', I have tried and tried to extract a spine from the back of Harry the bleedin' Hedgehog (temper temper!) but he just won't let me do it. (I'm not Surprised.) I know I need to have the spine for later on, but I can't see any way of getting it other than killing the hedgehog. (Which doesn't work - try getting a car!) Can you solve this one for me and let me get on with the game?

* ***Ah, yes, but of course, Monsieur Davis. Never try to pull a spine from a hedgehog who is wide awake, that's what I say. They do tend to get most annoyed about it. What you have to do is to send the little fellow to sleep and then strike. How to send him to sleep? Bring the cup (which has just a mere drop left in it) from the rabbit's bar and follow Harry 'round till he wants a drink. Then you can drop the cup in the water which is running conveniently nearby, Harry will take a drink, and will promptly fall fast asleep. The spine is all yours!***



THE S.U GUIDE TO PLAYING AND W

Larry Horsfield Returns with his Adventure writing helmet on again ...

As mentioned last month, you cannot pick up the horse. To ensure this we must place an entry in process table 1 to limit the amount and weight of objects carried. I will also show you how to place an entry in a certain position in a process table.

Select process table 1 and type {I * * 0} The number at the end indicates to PAW that we wish this entry to be the FIRST * * entry in the table. Now enter {ABILITY 10 10}. This tells PAW the player can carry 10 objects with a total weight of ten units. Note that objects worn are NOT included when PAW is checking objects carried but their weight IS.

Now we can test the adventure once again, and this time there are objects in some of the locations which we can manipulate! However, the screen display looks a bit untidy, as in locations where you can see an object, the message "I can also see:" is printed on a new line with the object underneath as in figure 2. Perhaps it would look neater if the message was printed after the full stop of the location text with the object listed after. Easily done!

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First of all quit the test adventure by selecting option N, the system messages texts. Amend system message (sysmess) 1 by deleting the colon (:) at the end but leaving the blank space. Also amend sysmess 48 by pressing DELETE to get rid of the "carraige return" then press SPACE to put a blank space after the full stop. Next go to process table 1 and amend the first * * entry - which we inserted as above - as follows: {ABILITY 10 10 LET 53 64}. When flag 53 is given the value 64, all object lists are printed as sentences.

Next amend the first of the two existing "* _" entries, which determine how the object lists are displayed, to delete the NEWLINE condition, then insert a new * _ entry BETWEEN the second and third entries that just contain the condition NEWLINE i.e. {I * _ 2} {NEWLINE}. If you now test the adventure you will see that the screen display looks much neater.

However if you were to GET the TORCH and then type I to display your inventory, you will see that the object is still on the next line underneath the message "I have with me". If you switch to the response table and press P to screenprint the table, you will see the two entries "I _" and "GET I" which both use the INVEN action. This will always print the object lists in a column, so we must use another method to print our inventory. First of all, return to the System Messages table, option N, and amend SYSMESS 10 to read {I am wearing }. Now switch to the response table and amend both the I _ and GET I entries so that instead of INVEN, each has the following:

{SYSMESS 9 LISTAT 254 NEWLINE SYSMESS 10 LISTAT 253 NEWLINE DONE}

Actually, the GET I entry could be deleted from the database, as very few adventurers use that input these days.

If you now test the adventure again and, after picking up a few objects, press I, the display looks even better, as in figure 3. You may however have noticed that if you continue to press, for example, I to display your inventory, the location text will scroll off the top of the screen. Some adventure players prefer this, but most like the location text to remain displayed while the inputs scroll underneath. This can be easily set with the MODE condition.

Go back to process table 1 and amend the first * * entry, adding the line {MODE 4 1 }, so that the whole entry reads: ABILITY 10 10 let 53 64 MODE 4 1. You must also amend the third * _ entry so it reads NEWLINE PROJECT. If you now test the adventure and make several "I" inputs you will see them scroll up under the location text.

Another thing we can do to improve the look of the adventure is to change the standard Spectrum character set that is resident in PAW for one that is more pleasing to the eye. On the B side of the PAW cassette (or the A side of the disk) there are 22 different character sets, any 5 of which can be loaded into a database. We will load character set 8 into our mini-adventure.

Select option Q, characters, from the MM and, if you press P from the SM you will see that only the UDG's (User Definable Graphics) and the shades are present. To be able to load a character set in we must first insert a "blank" set of standard Spectrum characters. To do this press I then ENTER. If you press P you'll see the set is displayed. Now, from the SM, type L 1 and then, when asked for the name of the file, type SET8 (note the absence of a space) and press ENTER. If you have a disk version of PAW, the set will load from the disk, but tape users will have to wind the tape on to the correct position. Loading the set only takes a short while and, once loaded you can view the set by pressing P.

Having done that, go to the MM and select option B, the background colours. We do not intend to alter the border, paper and ink colours, (black, black and white) so type 0, 0 and 7 when prompted.

When prompted for the character set number, type 1. The whole database will now use the newly loaded character set which I'm sure you will agree, looks a whole lot better.

Right then, having improved the look of our adventure, let's put in some gameplay. As the plot says, your helmet and chain mail are hidden somewhere, which is why in the Initially At table they are not-created. To find these we must SEARCH or LOOK for them. We will imagine that your helmet has been hidden under the bench in the guard room and your chainmail in the straw in the stable.

We have to SEARCH the STRAW and LOOK UNDER the BENCH to find the objects. Also, in order to see in the armoury we will need to be able to light the torch, which you will do in the guard room (from the fire!) Go to the vocabulary table and insert the following verbs and nouns with the numbers as shown:

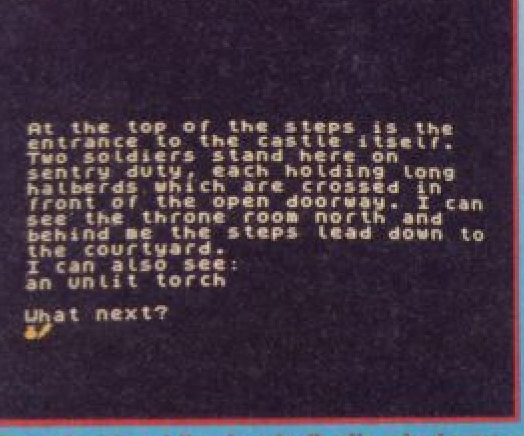
Verbs: SEARC 36 LIGHT 37 EXTIN 38
Nouns: BENCH 58 STRAW 59 FIRE 60

Now go to the message table and insert the following messages:

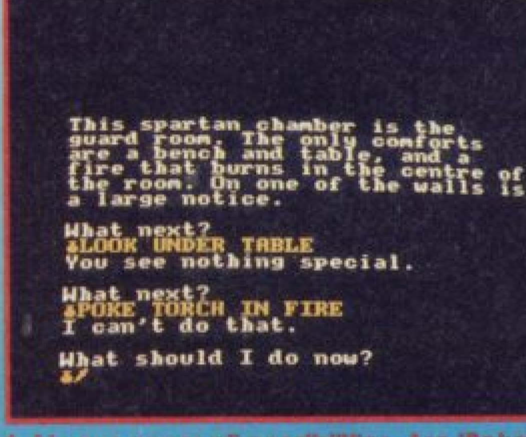
Message:8 {What's this you've found under the bench? It's your helmet, which you pick up.}
Message 9: { You search the straw revealing an object.........}
Message 10: {You poke the end of the torch into the fire and it bursts into flame.}
Message 11: {You find nothing of any use.}
Message 12 {You see nothing special.}

Go to the response table and insert the following entries:

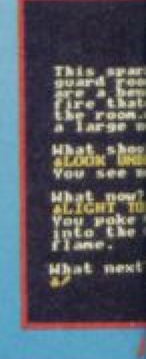
```
LOOK BENCH  PREP UNDER
            AT 7
            ZERO 12
            MESSAGE 8
            PLACE 2 254
            SET 12
            DONE
```



▲ You shold get the torch, that's what you should do next matey. But what then?



▲ Always cover all possibilities. Are 'Poke torch' and 'Light' the same?



RITING ADVENTURE GAMES PART FOUR

```
SEARCH STRAW AT 3
             ZERO 13
             MES 9
             ANYKEY
             CREATE 3
             SET 13
             DESC
```

These two entries show two ways of revealing hidden objects. note the use of the flags to prevent the entries being implemented again if the inputs are repeated by the player. If the player did repeat the input SEARCH STRAW, the response would be 'I can't do that.' which isn't very good. So, insert the following two entries in response to give more positive responses, and also amend the EXAMI _ entry as below:

```
SEARC _ MESSAGE 11
        DONE

LOOK _ MESSAGE 12
       DONE

EXAMI _ MESSAGE 12
        DONE
```

The use of the underline symbol will make these the last entries using the verbs SEARC, LOOK and EXAMI. You could also, as many adventure authors do, abbreviate the word EXAMI to EXAM and even, as I do, just 'X'. Now to deal with the torch. We will need two entries in response to cover lighting and extinguishing the torch, and we will need two process tables as well. First of all, though we need to insert a few more messages, thus:

Message 13: {The torch is }
Message 14: {unlit. }
Message 15: {lit. }

Now go to the Process table 2 and "begin" two new tables, 3 and 4. Switch back to response and insert the following two entries:

```
EXTIN TORCH PROCESS 4
            DONE

LIGHT TORCH AT 7
            PROCESS3
            DONE
```

Now select process table 3 and insert the following entries:

```
* * CARRIED 0        * * CARRIED 1
    MES 13               MESSAGE 10
    MESSAGE 15           SWAP 1 0
    DONE                 DONE

_ _ SYSMESS 8
    DONE
```

The entries needed for process 4, in which we will extinguish the torch:

```
* * CARRIED 0        * * CARRIED 0
    MES 13               ZERO 0
    MESSAGE 14           SWAP 0 1
    DONE                 OK

* * CARRIED 0        _ _ SYSMESS 8
    NOTZERO 0            DONE
    SYSMESS 15
    PAUSE 75
    SWAP 0 1
    DESC
```

There are two entries which deal with extinguishing the torch because if you put it out in a bright situation, there is no need to redescribe the location, whereas in a light location we need to show it is now dark. The SYSMESS 8 entries in each table print "You can't do that." if you are not carrying either torch. After inserting all the above entries, test the adventure again and, after picking up the torch, input LIGHT TORCH and EXTIN TORCH in various locations and both carrying and not carrying both torches. Now when you enter the armoury, you will see and be able to pick up the sword.

Now, the player of this adventure may try a different input to light the fire, for example POKE TORCH IN FIRE, as suggested by the message that appears on the screen when you LIGHT THE TORCH, and we should try to anticipate such inputs from the player.

Insert the verb POKE as verb number 39 in the vocabulary, giving it the synonyms INSER(t) and HOLD if you wish (and any other words you think might have the same meaning). Switch to the response table and insert the following entry:

```
POKE TORCH PREP IN
NOUN2 FIRE
AT 7
PROCESS 3
DONE
```

While we are in the guard room, you'll see there is a notice on the wall. We will use this to illustrate another PAW technique that, in a normal full size adventure, can save you memory. Regarding the notice there are two things you can do with it, i.e. EXAMINE IT or READ IT. Now in some adventures you might find that the author has used a different message for the response to each of these inputs. Insert the following message:

Message 16 The notice on the wall reads:
NO SPITTING IN THE FIRE!

Now insert the verb READ in the vocabulary, verb number 40 and the noun NOTIC, noun number 61. Switch to the response table and insert the following two entries:

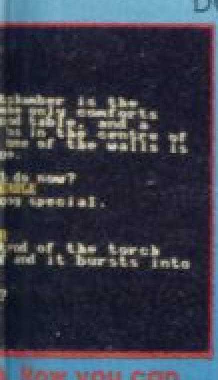
```
EXAMI NOTICE LET 33 40

READ NOTICE AT 6
            MESSAGE 16
            DONE
```

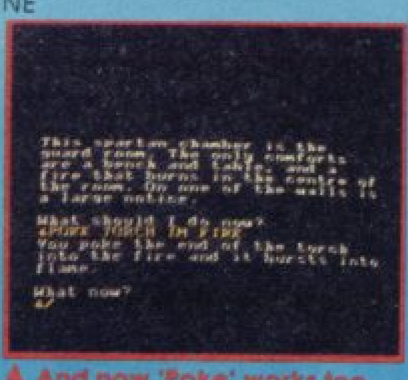
The first entry tells PAW to make flag 33, which holds the verb number of the players last input, change to value 40, which of course is the number for the verb READ. As long as there is an entry READ NOTICE, it will be acted upon. You can also do the samé for any of the words in an entry using flags 34 to 45. See the PAW manual for which words they refer to. You should note, however, that when using such entries in your database you can only alter words with a larger value than the first one. For example, you can alter words EXAMI to READ, 30 to 40, but you can not alter SEARC to LOOK, 36 to 33.

If you now test the adventure you can do everything in the game except put the saddle and bridle on the horse and ride it.

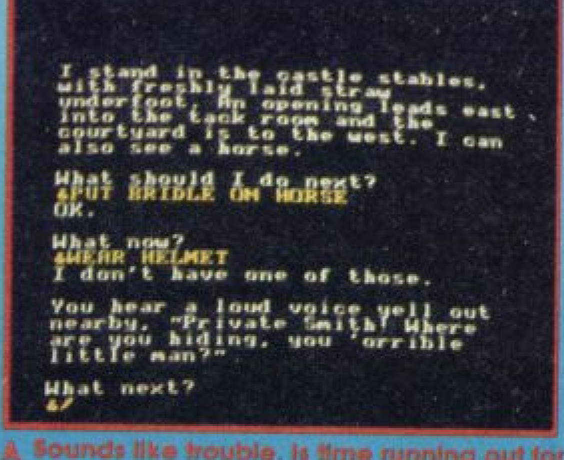
That brings me to the end of this instalment of my PAW mini-adventure programming article. You should now insert a blank tape into your datacorder or blank, formated disc into your disc-drive and then select option M from the main menu to save your data-base. If you are using a disc version of PAW use the filename START for one save, then save the data-base again using a different name i.e. DAWN. you should always make at least two copies of any data-base as a precaution. See you next month.



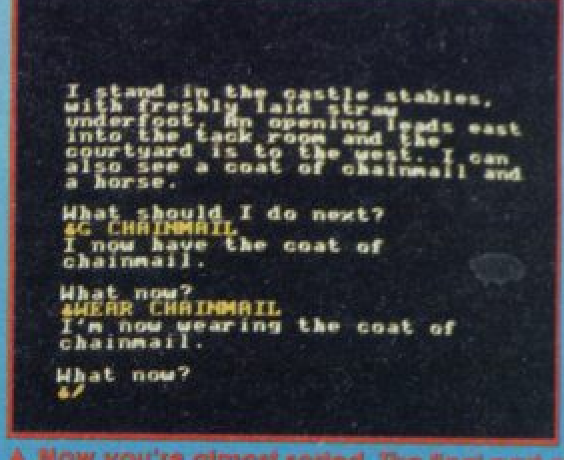
▲ Now you can see under table.



▲ And now 'Poke' works too. Hurrah!



▲ Sounds like trouble. Is time running out for our hero? Get the rest of the equipment.

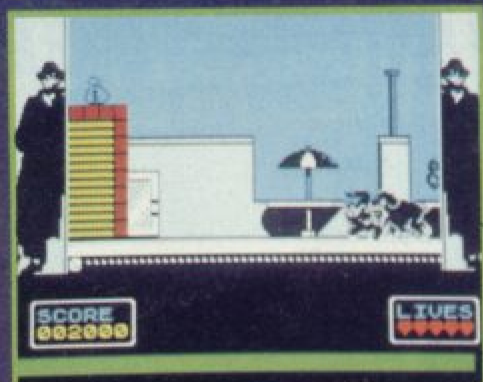


▲ Now you're almost sorted. The final part of the adventure is next month. Join me then.

HUDSON HAWK

GAME: Hudson Hawk
LABEL: Hit Squad
MEMORY: 48K/128K
TAPE: £3.99

SU GOLD



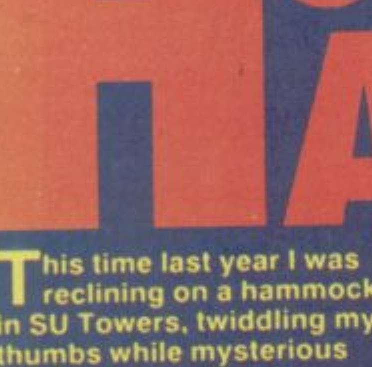
This time last year I was reclining on a hammock in SU Towers, twiddling my thumbs while mysterious veiled beauties fed me grapes and attended to my every whim and fancy. Then suddenly Garth Sumpter woke me up and told me Hudson Hawk had arrived.

At that moment I was less than excited at the prospect of looking at the game as the film was an incredible pile of old ants' droppings.

Once started though I couldn't stop playing the game for days. It was excellent. Right from the first puzzle (how to get in the window) through warding off kids on bikes, vicious thieves, nuns and monks of doom, avoiding electrocution and being laser frazzled, to eventually prancing off with the treasures of Rutherfords and the Vatican, Hudson Hawk is one hell of an enjoyable game.

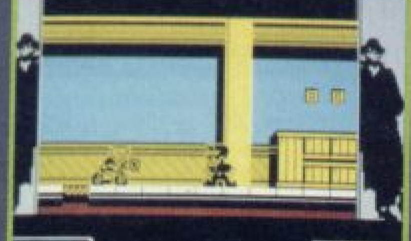
Basically Hudson Hawk is a three leveller, starting off in an expensive and well guarded auctioneers where Bruce Willis has to steal Leonardo Da Vinci's famous 'Sforza' horse sculpture. It then moves on to the Vatican where he tries to abscond with Leonardo's 'Codex', (a sketch book) and ends up (if you ever manage it) in an old castle where a 'mirrored crystal' lies waiting, ripe for Brucie's thieving tendencies.

The graphics are cute, chunky and detailed and the main sprite is a joy to behold. He's a little difficult to control due to a somewhat slippery pair of shoes but, although this will lead you into a few sticky situations, it never really impairs enjoyment. Sound is sparse but apt and the game has enough playability and hilarious features to ensure that you'll never get sick of it. Excellent dudes!!!!!



Garth

Hudson Hawk was a flop at the movies and I half expected a flop on computer too. However I was pleasantly surprised by Ocean's top effort with this game. It deserved more attention than it got when first released and they should sell absolutely bags of it at this ridiculous price.



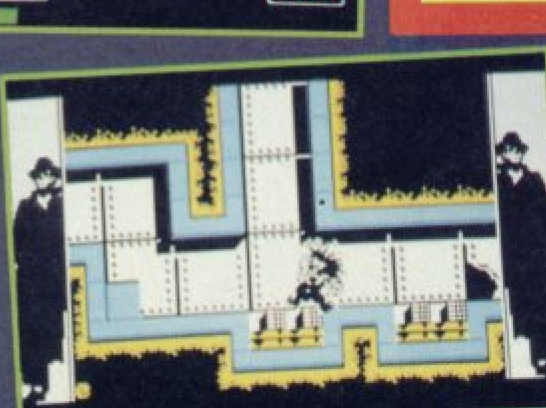
scores

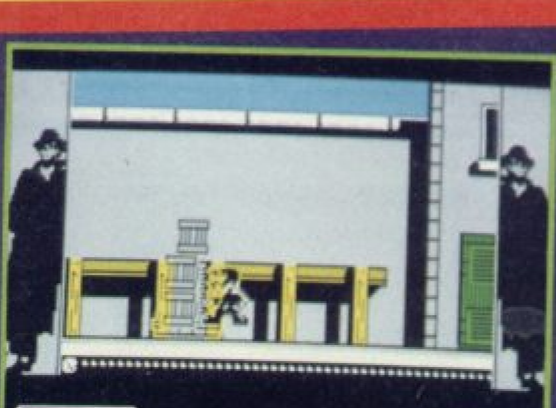
GRAPHICS	91
SOUND	80
PLAYABILITY	90
LASTABILITY	91

OVERALL 91%

Big Al Dykes

Hudson Hawk has always been, in my opinion, one of the most enjoyable Spectrum games of the last year or two. It has plenty of puzzles, plenty of variety, plenty of speed and more than enough levels to keep you going for a long time. A beauty and no mistake.





SWIV

GAME: SWIV
LABEL: KIXX
MEMORY: 48K/128K
TAPE: £3.99

SU BEST BU[Y]

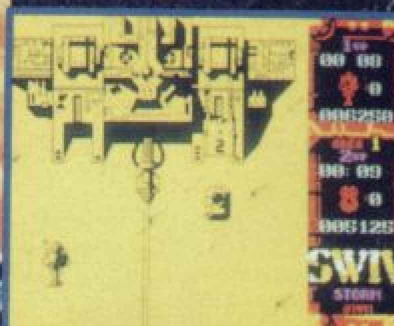
Modern combat is a complicated affair. You must be able to compete on both land and in the air if you are to triumph. So it's just as well that SWIV allows you to dominate both with a pair of smooth operating fighting machines!

Basically you take the part of either an 'Apache' pilot or an armoured jeep commander and wade through fields of



Alan

This game is definitely an all time classic shoot 'em up on the Spectrum. If you haven't already got it I would suggest you put on your boots, oil your bike, rev up your car, or whatever you usually do when you're about to break open your piggy bank and nip off to your local software emporium. Simply go and get it right now.



enemy fire destroying other helicopters, gun emplacements, tanks, airplanes and gigantic insect like installations. All the time trying to avoid gunfire, guided missiles and powerful lasers. Sounds like a lot? It is! Sounds like fun? It is.

Your heli or jeep starts off with a relatively simple single shot cannon but power ups are available which provide either extra life or extra fire-power and if you collect enough of these you can end up with a completely formidable fighting machine.

The jeep is much more difficult to be successful with because it has to constantly avoid obstacles and enemies on the ground while the helicopter simply flies over them.



However the game is at its best in two player mode where you and a friend can control both fighting machines at the same time. The result is usually devastating.

SWIV is a fast paced shoot 'em up, very competently put together and with neat, easily definable graphics and very smooth vertical scrolling. If you want some real joystick wrenching fun you won't beat this game at the price, or at any price for that matter.



scores

GRAPHICS	95
SOUND	86
PLAYABILITY	94
LASTABILITY	81

Steve Keen

I'll be darned if this isn't the spankiest two player shoot 'em up I've played on Spectrum. The graphics are crystal clear, the gameplay is fast and furious and the difficulty is set just about right. Super game.



GAME: Pictionary
LABEL: Hit Squad
MEMORY: 48K/128K
TAPE: £3.99

SU SILVER

PICTIONARY

THE GAME OF QUICK DRAW

THE COMPUTER EDITION

Do you consider yourself an artist then? Well there's only one way to find out - see what others think of your sketches by playing Pictionary, the word drawing game, guaranteed to separate the Rolf Harris's from the kangaroos (and worse!)

Basically Pictionary as a board game is a bit of a waste of money. OK, there's nothing really wrong with the game, it's actually a very good idea. However all it consists of is a set of cards, a board, an egg timer, a couple of pencils and some paper - yet the whole thing costs twenty seven quid in my local WH Smiths. With a bit of imagination you could make it yourself for well under a fiver, and now you can get this version for four quid!

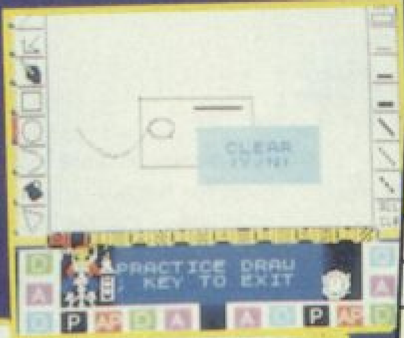
In Pictionary you draw pictures to represent words from the following categories: Person/Place/Animal, Object, Action, Difficult Words, and All Play (which can be any sort of word). First of all draw a card, in a similar way to trivial pursuit, which must be kept a secret. You must then illustrate the word on this card to the best of your ability using Pictionary's on-screen art package. Then gesticulate wildly and hope your team-mate can guess it within the specified time limit... Or else your team loses the advantage and the opposition takes over. 'All Play' cards allow any team to guess what a drawing represents.

Pictionary is a fun game for all the family. As a board game it is very social but everyone doesn't need to be on top of each other. Unfortunately this is not a feature of the computer version as everyone has to see the same monitor. This version does however come complete with a nifty little computer art package and there's the positive advantage of not having to tidy up the cards and look for dice under the sofa when you're finished.



Garth

It takes a lot of practice to get fast and good at using Pictionary's drawing package but you'll have a lot of fun doing so. In fact I found it much easier to play the game this way as opposed to the real thing - my pencil and paper drawing ability was never one of my greatest assets.



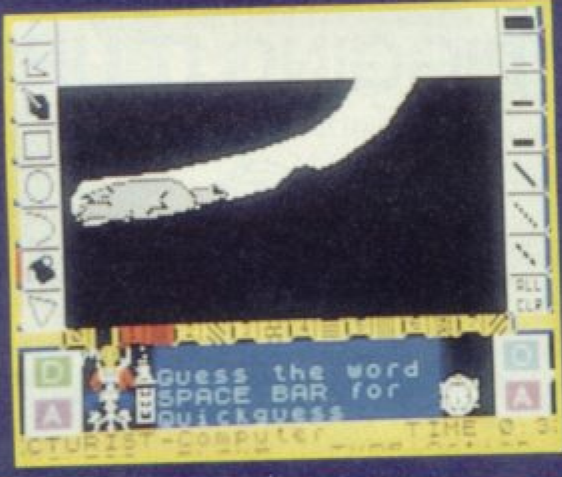
scores

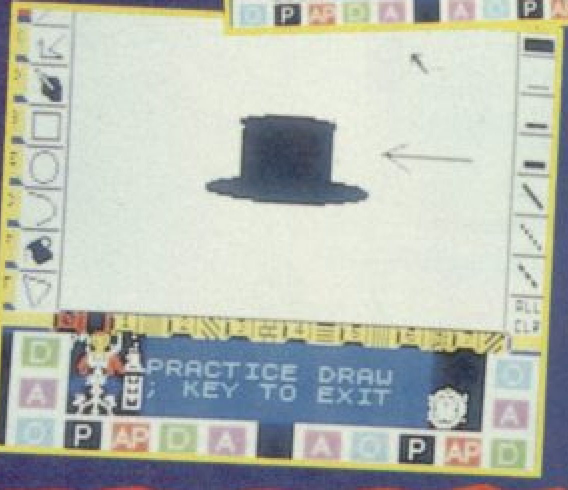
GRAPHICS	89
SOUND	60
PLAYABILITY	87
LASTABILITY	90

OVERALL 89%

Big Al Dykes

I like this game a lot. Playing against the computer is a bit boring but Pictionary is great fun when playing others, as long as you don't try to crowd too many people around your tv or monitor! The art package is very usable and you'll have hours of fun just doodling with this on its own.





CHE
O . U

In case you hadn't noticed, Christmas is creeping up on us yet again and as we all know the Yuletide season brings not only an absolute garbage-full of food, but if you're lucky a sack of toys too! Some you'll love and others you'll despise, however, whatever you receive this Chrimbo remember there's someone out



TROLL 'TASTIC MATE!

Price: £1.99 to £5.99

If, like us here at SU Towers, you're completely fed up of sticking a boring old fairy on top of the Christmas tree, and you can't get your granny sqwiffy enough to climb up there, how about perching a colourful troll on the spike instead?

Not only do they come in a huge variety of shapes and sizes, but they also have their own costumes and individual Mohican coloured hair styles as well. Choose from police trolls, cave trolls, nurse trolls and even baby trolls and brighten up your Christmas. They're supposed to be incredibly lucky too so what better decoration could you have looking down on your as yet unseen prezzies?

SLEEP ON IT



Now we all know from watching TV and the looks on our parents faces when we ask them for another rise in the pocket money allowance, that there's a recession on. Money seems to fly out the window like paper (which is all it is essentially). You can't even trust the banks because they're liable to do something very complicated with your hard earned and tell you one day that you've nothing left and 'We're very sorry but that's the way it goes.'

Well the Reject Shop have decided that the best place to put your own savings is in your own bank. And the safest place to store your bank is inside your mattress. These tiny mattresses are complete in every detail with a mock certificate that states that your investment will never sink, slump or go soft! And if you still can't manage to save your dough you don't deserve to have any!

Price: £5.99

THAT'S THE SPIRIT

Price: £2.99 to £7.99



Liquid ornaments and Lava lamps were all the rage in the sixties, but, as most of them worked on electricity and the powers of conduction and convection, they ran the danger of getting extremely hot and even blowing up in some circumstances! These marvels however are completely safe and not to mention a lot cheaper. Simply turn them on end like egg timers and watch as the multi-coloured goo inside transforms into all kinds of shapes and patterns as the slime flows over cogs, wheels and obstacles. Quite mesmerizing and a perfect stocking filler.



WHAT A HANDFUL

More handheld electronic games for those of you who's parents are on a budget! The latest crop are Asteroid Blitz, a space debris shoot 'em up with two skill levels and turbo boost action, Handball, Volleyball for girls and a ton of other sports malarkey ranging from Basketball to Judo. Some are better than others so it's best to check them out for yourselves, it's a matter of taste but don't expect to pay too much for them.

Price: £4.99 to £9.99



PIGGING IT UP!

This is a must for anyone whose parents are bankers. This huge pink pig has an insatiable appetite for money and will gobble down every single coin it lays its eyes on. Dressed as everyone's local bank manager the swine 'OINKS' with delight as the 'brass' is inserted into his belly! His head spins around and he says 'Money makes my head spin' and 'Money makes more money'. Oink! A great way of encouraging the young to save for a rainy day, but it might drive some people wild!

£19.99



ECK
U . T

there who didn't receive a brass farthing, i.e. Big Al. So have a heart and send all your spare socks, toe-nail clippings and over-looked second-hand chewing gum globules to the usual address. You'll make a bold man even bolder! (And if you send them to Steve Keen you'll make a sad man even sadder. Ha, ha - Big Al')

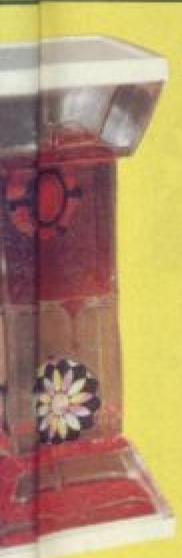
TAKE THAT TO THE BANK





Price: £3.99

Speaking of banks we've got another couple of money boxes for you to check out. The first is a robotic money box that will relieve you of your coins and in a split second spin his back on you. The whiz deposits the cash in a slot behind him before you can blink! The second is a ghoulish castle that takes your money onto its moat and flips it inside its walls as a demonic monster jumps out of the turret at you. Both novelty items are designed to encourage you to put money in but after we gave Philip a dose of the Castle contraption he wouldn't go near it again for days!





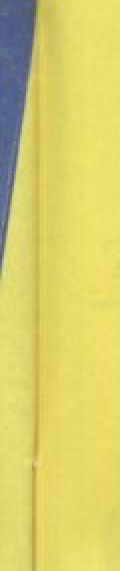
JUGGLE FEST



Ever wanted to know how those clever-clogs on TV programs such as Blue Peter and The Generation Game can manage to juggle whilst riding a unicycle? Well now with this kit you can grasp the basics. Along with the three padded, weighted balls you get full instructions on how to become a circus juggling master! But remember to keep the balls away from the ornaments for the first couple of weeks!

Price: £6.99





POOL HEAVEN

If, like us, you love pool, live in London and are only able to rent a flat the size of a small family saloon car, the closest you'll get to playing the game at home is rolling a ping-pong ball into a tomato on top of the telly during 'Give Us A Break!' However, as we've reported before, size isn't everything and new miniaturized tables are becoming the newest craze. Most pub and club sports are available including table football, snooker, table tennis and the aforementioned pool leading the pack. The game come with all the accessories you and your Lilliputian mates will need to get started plus a complete set of the rules so there'll be no arguing over the gameplay. That is unless you've got mates like Big Al' who can't stop swallowing the chalk!

Price: £10.99

MINIATURE MARVELS

Another fine space saver is I.C. Sonic pinball. A perfect scaled down replica of everyone's favourite arcade attraction. There are three tables to collect all with different themes and sound effects, flashing lights and electronic bumpers. Another perfect gift for those members of the family who aren't quite old enough to see over the edge of the full sized tables (or buy a pint in the pub - Eh Garth! - Al')

Price: £14.99







SMELLS A BIT FISHY TO ME!

Tropical fish are a beauty and joy to behold and if you ever get bored of them they go great with a plate of chips! Seriously though, keeping them is a messy business and requires a lot of time and attention. With this ingenious side-piece you can enjoy the sight of two beautifully coloured fish friends feeding at the bottom of a bowl and floating around safe in the knowledge that you'll never have to interfere, as they're made of plastic! The two models are so life-like, as they swim around the tank picking up small grubs at the bottom, you'll wonder why anyone else goes to all the trouble of keeping real ones. Tasteful too!

Price: £19.99

MC WHO?!

If you can persuade your mum that this toy won't harm the furniture then you'll be onto a good thing. Sticky Hammers are a wonder of modern chemical engineering. Whilst being incredibly sticky the leave no trace of their presence on any surface they come into contact with. You can throw them against walls, mirrors and even windows and they will oozily crawl down the surface like a huge pile of mucus! Great to watch and assured to give your mum the fright of her life. Keep them off the floor though 'cos they get covered in hair and dust and pets hate 'em!

Price: £2.99



MEMORIES - AH!

Well it was called a Slinky in my day but it's great to see the big metal chap bouncing back after all these years. Just about everyone I ever went to school with had one of these at one time or another and although their main and only purpose is to walk down a set of stairs unaided they were incredibly popular things. That is until one day Mr. Pain, the dreaded French teacher got his feet tangled up in one mid-step and broke his arm in three places as he bounced off the top of the stair case, then they really took off! PEZ are another blast from the past and although the plastic character's flip top heads that dispense candy are a lot cheaper looking the sweets are still as tasty as anything.

Price: £3.99



VIDEOS

5

UROTSUKIDOJI - LEGEND OF THE OVERFIEND

40 Manga is all the rage at the moment and if you haven't heard about it you've had your head buried very deep indeed. At the recent Manga film festival people came from all over the world to celebrate Japanese sci-fi animation. Not the kind you find on Children's BBC, but real 'serious' sci fi acted out with drawings. Some of the most famous characters are the 'Dominion Tank Police' and the critically acclaimed 'Akira'.



The Japanese hero of this movie is caught up in a web of terrorism and political intrigue the like of which you'll not see on Scooby Doo. UROTSUKIDOJI is the story of a super fiend, Chojin, who visits our world every 3000 years in an attempt to unite human civilization with the worlds of Man Beasts and Monster Demons. Three spirits are sent down to combat the evil doer and ward off the ghouls who plan to possess our very souls and rip humanity apart.

Heavy stuff indeed! And as you'd expect from such a tale the animation and art work is no less gripping than the plot! It is no understatement to say that these film are stunning and you won't believe what we've been missing in this country. Having been force fed on TMNT and cute cartoon characters for so long, the result of watching these films is no less than shocking. But a great experience none-the-less. Absolutely brilliant.

Price: £10.99
Restriction: 18

2

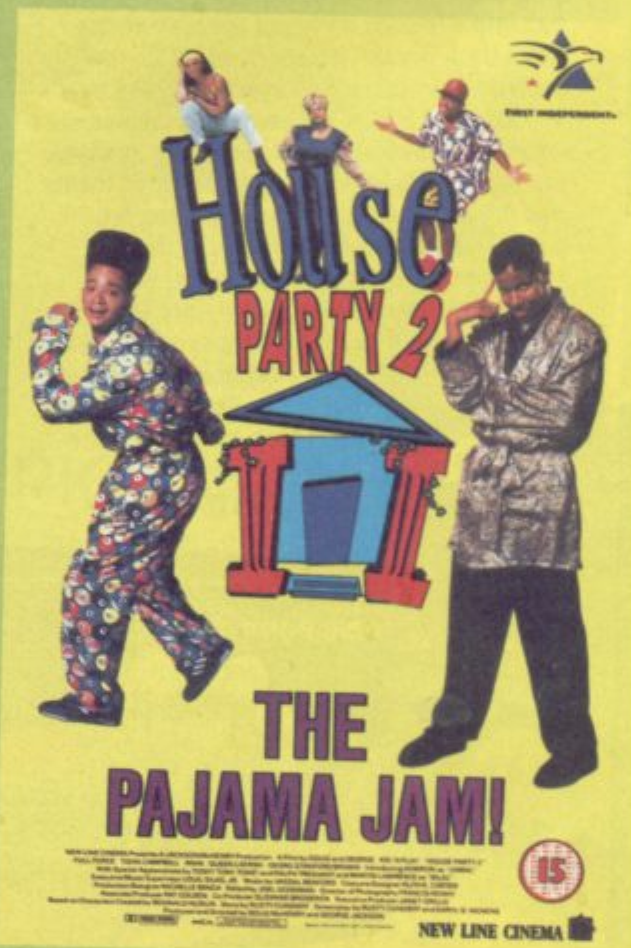
HOUSE PARTY 2 - THE PAJAMA JAM

And now, as they say, for something completely different. School's in as the rap pack head back to college for another term of hard studies and even harder partying! Kid Johnson and best friend Play have to survive the term living off Kid's stingy tuition cheque. But being of the reckless sort, Play would much rather gamble his mate's scholastic future on a once-in-a-lifetime record deal with stunning producer Sheila, played by former enigmatic model and current David Bowie wife, Iman.

Unfortunately Sheila's a crook (struth maite, tha Sheila's a cruk! As they would say on Australian soap operas) and rips the duo off, leaving the poor sods penniless. In a reckless bid to make some fast bucks the two predictably embark on an outrageous scheme to scam back some of the swindled dough. This 'brilliant' plan is to throw the wildest pyjama (or pajama if you happen to live in the former colonies) party on campus!

A sequel to the mildly entertaining House Party just had to happen. Whilst these movies are good enough fun, if you're not on the rap kids' wave length a lot of it will go straight over your head. It's entertaining, simplistic and totally mindless. Wey hey though, what the hell! Let's party!

Price: £11.99
Restriction: 15



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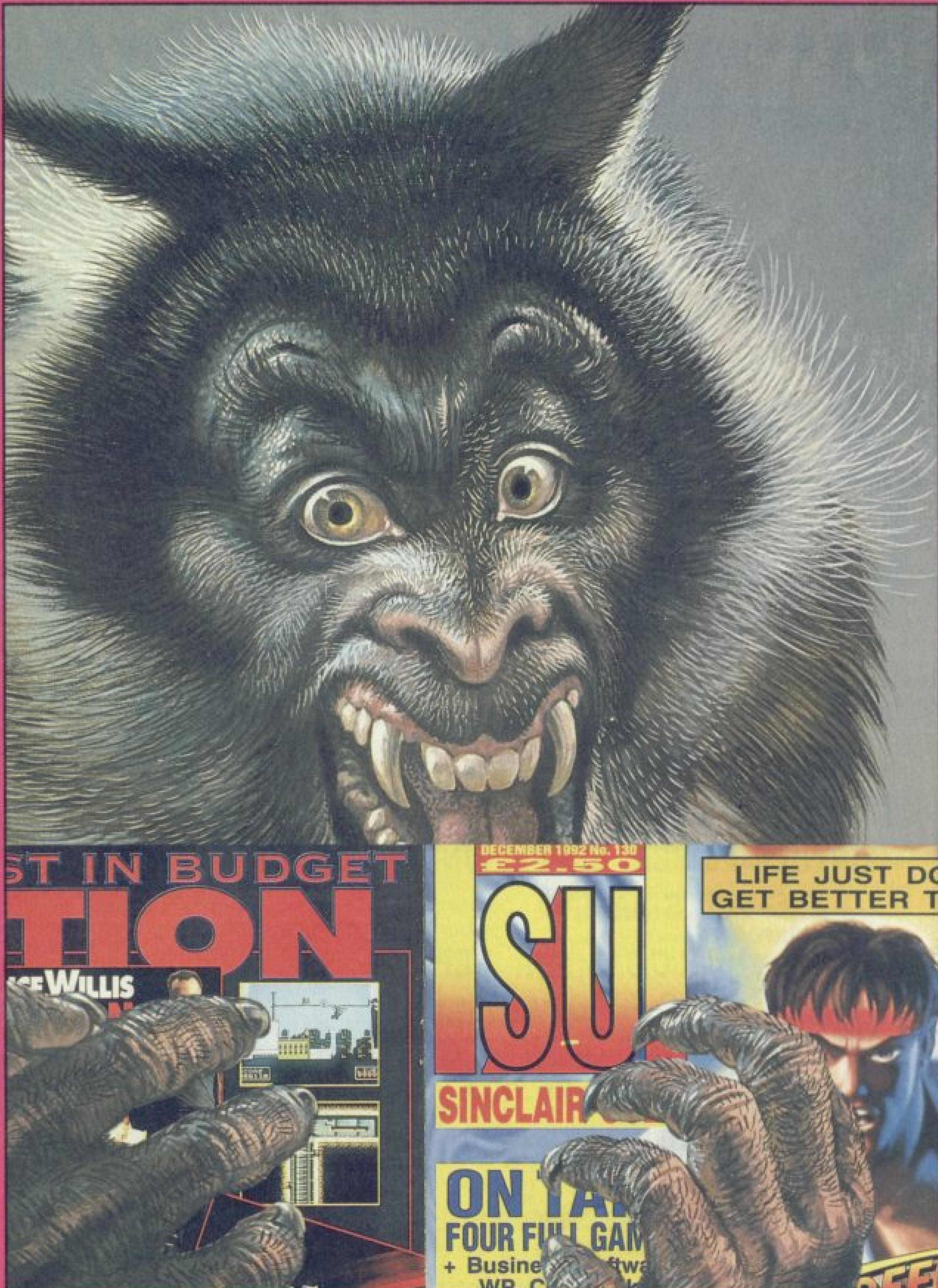
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